MONSTER HUNTER MONSTER MANUAL

HOMEBREW

A bestiary of deadly monsters from the Monster Hunter universe
made by /u/Amellwind | patreon.com/amellwind

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What is the table following a Stat block?

In this updated Monster Hunter Monster Manual, each creature stat block is followed up by its loot table that was once found in the Monster Hunter Monster Loot Tables.

The loot tables are an addition to the ever growing supplement for playing a monster hunter styled D&D game. Each loot table was constructed using magical effects based on the creature's armor and weapons in the monster hunter video game series. In other cases, they are based off the creature's monster stat block or act as other magical items found within the 5e universe. The effects are also based on when the PCs will typically fight these creatures. A CR 2 creature will not have a legendary material, it will typically have a common magical effect with the chance of an uncommon effect if the PC rolls high enough on the table.

How do I obtain Materials found on the loot tables?

Obtaining materials to upgrade your weapon and armor is a core part of Monster Hunter. The 2 most common ways to obtain material for you is carving materials off your kills or capturing larger creatures in the field. The rules for carving and capturing can be found to the right. There are other ways to obtain materials, but they are not relevant to this PDF.

How do I make use of these Loot tables?

All the rules for making use of these tables can be found in Amellwind's Guide to Monster Hunting, but you can easily take the magical effects from these creatures and place them into your players weapon and armor to give them magical items that won't be the same as the typical ones found in other 5e games.

Carving

Carving your kills is one of 2 ways to obtain materials while on a hunt. When you attempt to carve a creature, make a Dexterity (Survival) check against the creatures Carve DC. On a success, roll a d20 and compare the results to the creatures loot table. On a failed save, treat the roll as if they rolled a 1 on the loot table.

Carve DC = 10 + 1/2 of the creatures CR rounded down

Variant Carve Rule: Rewarding the natural 20

When you roll a natural 20 on a Carve check, you roll an additional d20 and add that number to the loot table roll. The new number is the material found on that carve check.

Any total higher than 20, counts as if a 20 was rolled.

Capturing

Certain creatures can be captured. A creature that can be captured will have a captured section of its loot table. A captured creature may provide loot that you are unable to obtain, an increased or decreased chance to obtain certain loot that you may have gotten from carving. When you capture a creature, you obtain a number of materials as labeled in the creatures loot table. No check is made, but the material is not gathered until you return to town.

See Tranq Bomb (AGtMH p.66) for capturing rules.

Conditions, Poisons, & Diseases

Within this Monster Manual you will find new conditions, poisons, and diseases. These have been consolidated here.

Bloodblight

A creature who is afflicted with bloodblight bleeds profusely.

- While afflicted, a creature loses 1d10 hit points at the end of each of its turns if it hasn't attacked or dealt damage to a hostile creature since the start of its turn.
- When it would regain hit points, it regains only half as many.

Dragonblight

- While afflicted with dragonblight, the target can't deal cold, fire, lightning, necrotic, or thunder damage with its spells and attacks, and it can't impose any of the following conditions on other creatures: blinded, charmed, paralyzed, poisoned, and petrified.
- Dragonblight can be cured early with the *lesser restoration* spell or similar magic.

Disease: Iceblight

A creature who is afflicted with iceblight is chilled to the bone.

- The creature can't use reactions.
- Its speed is halved.
- It can't make more than one attack on its turn.

Slick

A creature who is slick is covered in a slippery or slimy liquid. This liquid coats the body making it difficult to move or avoid attacks without slipping.

- A creature who is slick has disadvantage on Dexterity saving throws.
- A creature can only move up to half its speed while under this effect.
- A creature has disadvantage when attempting to grapple a creature, but advantage when attempting to escape a grapple when using acrobatics.
- *A creature can use its action on itself or another adjacent creature to wipe off the liquid, removing the effect.*

Tarred

A creature, object, or area who is tarred, is covered in a dark brown or black viscous liquid. This liquid sticks to anything it touches and is highly flammable.

- A creature who is *tarred* is restrained, immune to being disarmed, and cannot use an object or weapon not already in hand.
- A *tarred* Object cannot be moved or used.
- An area that is *tarred* is considered difficult terrain.
- The condition ends if a creature, object, or area that has this condition takes fire damage. When the condition ends in this way the creature, object, or area ignites. Until a creature takes an action to douse the fire , the target takes 6 (1d10) fire damage at the start of each of its turns.
- When an area ignites, any object or creature in that area also ignites.
- An area that ignites in this way burns for 1 minute.

Thunderblight

- An afflicted creature has disadvantage on saving throws to be stunned.
- If the creature takes lightning or thunder damage while already under the effects of thunderblight, it must make a DC 10 Constitution saving throw or be stunned until the end of its next turn.

Poison: Waterblight

A creature afflicted by waterblight has its stamina drained.

- On the creatures turn, it can use either an Action or a Bonus Action, not both.

Amphibians

Amphibians are a class of monsters that are superficially frog-like in body structure, with powerful, spring-like back legs and muscular forelegs. They are known to inhabit a diverse range of environments and are typically carnivorous.

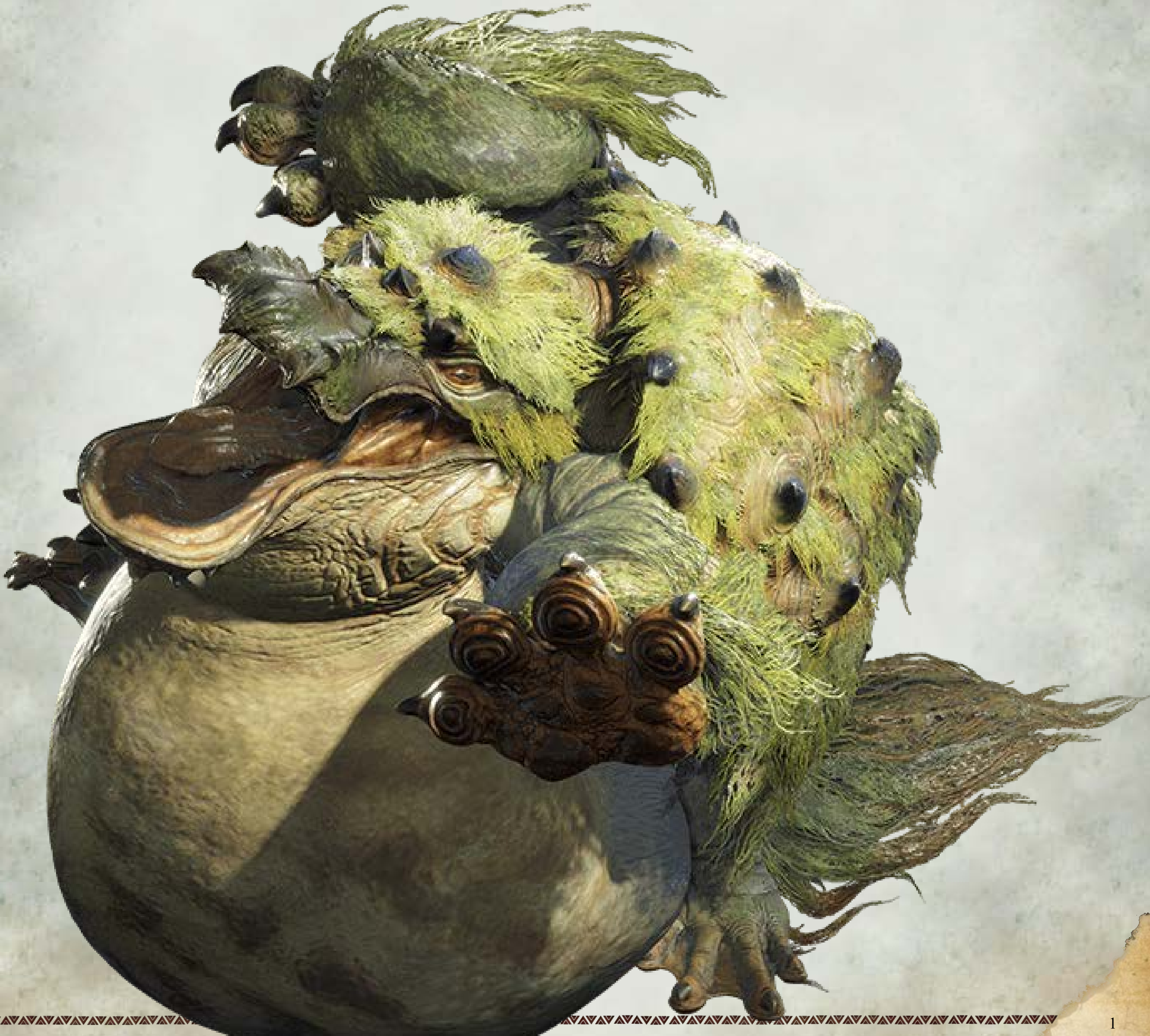
Tetranadon

The tetranadon is an amphibian with an inflatable belly and a turtle-like shell on its back. It has algae-like fur on its head, front legs, shell, and tail. With a toothless, platypus-like beak and webbed feet. Its eyes are orange and have the horizontal pupil common to amphibians. On its head is a crest that looks very similar to the head dish of the mythological Kappa.

When its belly is not inflated, it walks on all fours; once enough debris is swallowed, however, its belly inflates to an incredible size, and it starts standing on its hindlegs.

The tetranadon are known to swallow large amounts of gravel, which causes its belly to inflate to enormous proportions. In its bloated state, tetranadon become very sluggish, yet its attacks become more powerful, capable of shattering earth with a stomp. The tetranadon's attacks in this state can be described as "sumo-like". Surprisingly, they are capable of jumping high in the air even when its belly is inflated.

The tetranadon are known to clash with arzuros. When in its bloated state, they have been seen trying to swallow an arzuros during this battle. However the stocky fanged beasts are too difficult for the greedy amphibians to consume.



Tetranadon

Large beast (amphibian), unaligned

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	4 (-3)	8 (-1)	6 (-2)

Damage Resistances necrotic
Damage Immunities acid
Senses passive Perception 9
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

Amphibious. The tetranadon can breathe air and water.

Bloated. When the tetranadon swallows a creature or misses its bite attack, its size increases. While bloated, the tetranadon is Huge and makes Strength checks and Strength saving throws with advantage. If the tetranadon lacks the room to become Huge, it attains the maximum size possible in the space available.

If the tetranadon regurgitates a creature or terrain after failing its Constitution saving throw, it is pushed back 10 feet, knocked prone, and incapacitated until the end of its next turn.

Standing Leap. The tetranadon's long jump is up to 20 feet and its high jump is up to 15 feet, without a running start. In addition, the tetranadon does not incur opportunity attacks while moving with a jump.

Sumo Strike. Whenever the tetranadon makes a palm strike attack, it can move 5 feet as part of the attack. If the tetranadon is not bloated, it makes the movement without provoking opportunity attacks.

Actions

Multiattack. The tetranadon makes two Palm Strike attacks. While enlarged, it makes four Palm Strike attacks. It can replace any one of these attacks with a Water Bolt attack.

Palm Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Bite (When not bloated Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Miss:* The tetranadon swallows a chunk of terrain and becomes bloated.

Hit: 17 (4d6 + 3) bludgeoning damage and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the tetranadon, and takes 10 (3d6) acid damage at the start of each of the tetranadon's turns.

The tetranadon's gullet can hold one creature or chunk of terrain at a time. While the tetranadon isn't incapacitated, it can regurgitate the creature at any time {no action required) in a space within 5 feet of it, and is no longer bloated. The creature exits prone.

If the tetranadon takes 20 damage or more on a single turn from a creature inside it (or 30 damage or more from a single creature outside of it), the tetranadon must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the swallowed creature or chunk of terrain and is no longer bloated. If it is a creature, it falls prone in a space within 10 feet of the tetranadon. If the tetranadon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Stomp (Bloated Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) bludgeoning damage and the ground in a 10-foot-squared area adjacent to the tetranadon in the direction of the target becomes difficult terrain.

Boulder Toss (Bloated Only). *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Water Bolt (When not bloated Only). *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (2d6) acid damage and the creature must succeed on a DC 15 Constitution saving throw or be afflicted with waterblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Deadly Leap. If the tetranadon jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 17 (4d6 + 3) bludgeoning damage On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the tetranadon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the tetranadon's space.

Legendary Actions

The tetranadon can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tetranadon regains spent legendary actions at the start of its turn.

Stand. If the tetranadon is prone, it stands up.

Stunning Strike. The tetranadon chooses a creature within 5 feet of it. That creature must succeed on a DC 14 Constitution saving throw or be stunned until the end of the tetranadon's next turn.

Muck Blast. The tetranadon exhales gravel and water in a 15-foot cone in front of it. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4 (1d8) bludgeoning damage plus 4 (1d8) acid damage and be afflicted with waterblight for 1 minute on a failed save, or half as much damage and isn't afflicted with waterblight on a successful one. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the waterblight on itself on a success.

Tetranadon

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-2	1-2	Med Monster Bone	(O)
3-6	3-5	Tetranadon Hide	(A,W)
7-11	6-10	Tetranadon Carapace	(A,W)
12-13	11-12	Tetranadon Beak	(A,W)
14-15	13	Shiny Nacre	(O)
16-19	14-19	Aqua Sac	(A,W)
20	20	Tetranadon Disc	(A,W)

ARMOR MATERIAL EFFECTS

Tetranadon Hide
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to acid damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Tetranadon Carapace
Moss grows on the shoulders of your armor where a urinamako (sea cucumber) magically appears to feed on it. No matter what you do, the urinamako always reappears on your shoulder as soon as you lose sight of it. It provides no benefit, other than looking kind of cute.

Tetranadon Beak
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Aqua Sac
You can hold breath underwater for twice as long as normal while you wear this armor.

Tetranadon Disc
Evade Extender (S). You have a +1 bonus to Dexterity saving throws while you wear this armor.

WEAPON MATERIAL EFFECTS

Tetranadon Hide *(Monk Only)*
While you are attuned to this weapon, you may spend one minute contemplating the patterns etched on this weapon's surface and regain a number of expended ki points equal to half your proficiency modifier. Once you use this property, you cannot use it again until you finish a long rest.

Tetranadon Carapace *(Bowgun Only)*
Your normal ammo deals an extra 2 piercing damage.

Tetranadon Beak
When you make an unarmed strike while attuned to this weapon, and roll a 20 for the attack roll, the target is pushed 5 feet away from you.

Aqua Sac
You can cast the *water breathing* spell once per long rest, while attuned to this weapon.

Tetranadon Disc *(Ranged Weapon Only)*
Aim Booster. Before you make an attack with this weapon, you can use your bonus action to grant yourself advantage on the attack roll. You can use this property a number of times equal to 1/2 your proficiency modifier, regaining all expended uses when you finish a long rest.

OTHER MATERIAL EFFECTS

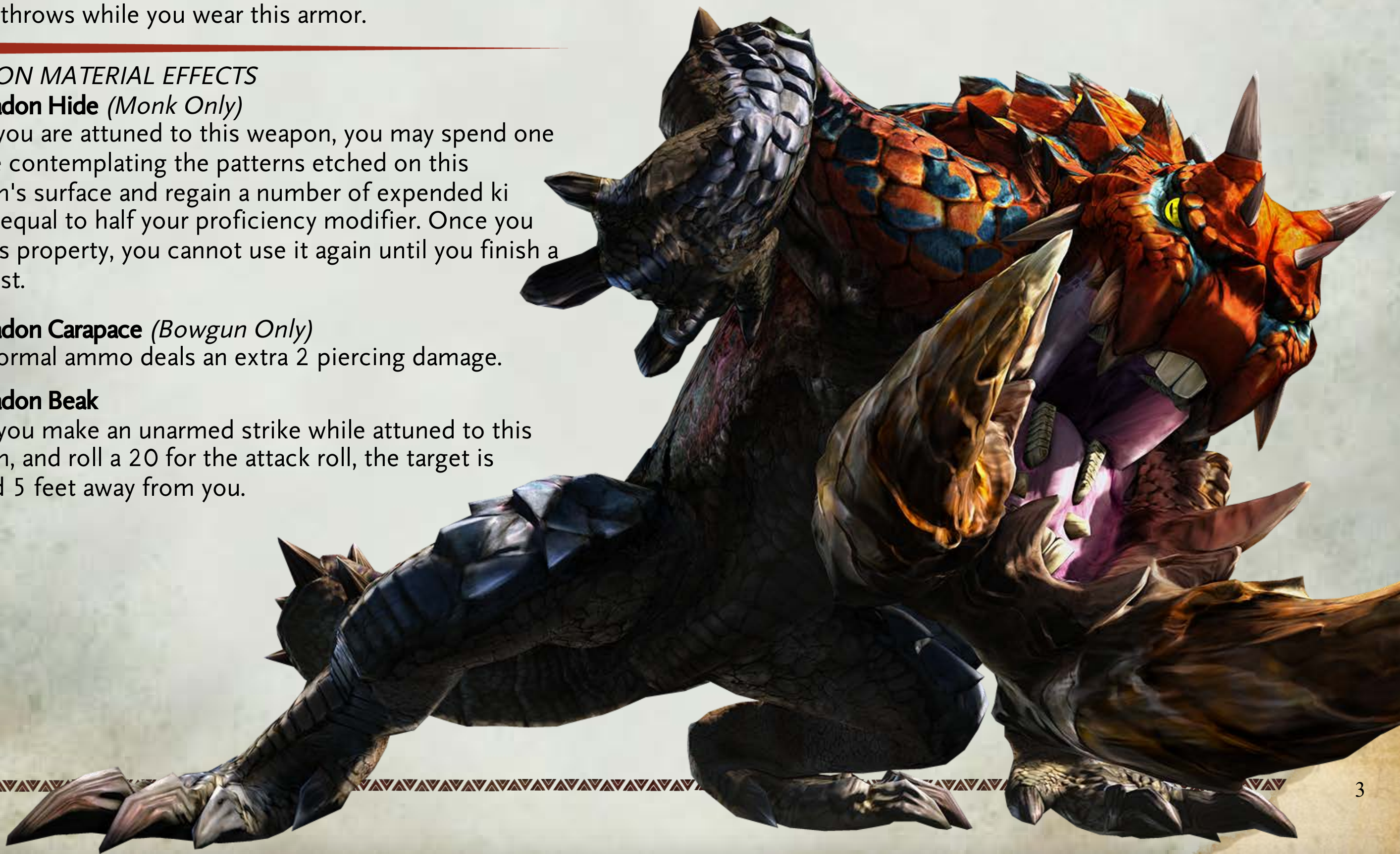
Shiny Nacre
Orb formed within the body of a Tetranadon; possibly made of soul. When you break the orb a soul escapes allowing you to ask one question as if by the *speak with dead* spell.

Med Monster Bone
Rare armor upgrade material.

Tetsucabra

Tetsucabra is a large Amphibian with a striking orange and indigo coloration. Its lower jaw harbors large tusks along with a large set of molars that are capable of crushing prey with ease. Tetsucabra also has a spiky stubby tail that swells up when angered.

The scales of a Tetsucabra is used mainly for camouflage inside caves and on them is a special oil that holds heat. Despite the look of the scales, its skin is actually flexible yet hard somewhat resembling an actual toad's skin. A Tetsucabra's skull is robust and durable enough to take a lot of damage from threats of all sorts. Though the Tetsucabra has two large tusks, these are not used for hunting. The primary function of these tusks is for defense and as means to manipulate the environment. The tusks themselves are capable weapons, but the Tetsucabra is also capable of hefting up heavy boulders. The Tetsucabra flings these



boulders out of the way of its path but it can also use this as a method of attack to injure predator and prey alike. It uses these boulders as a shield against predators and hunters to prevent attacks. It also uses this to enclose small, tight areas, making it harder to maneuver. Another fact about the Tetsucabra is its ability to spit a glob of fluid at prey items. This sticky material acts as a powerful adhesive, sticking to the body and ground like glue. Even for a hunter, the adhesive quality of this material is not very strong, but it makes every movement a labor and greatly weakens the prey, leading to a reduction in stamina. When the Tetsucabra exerts itself, its tail inflates, possibly to help it balance itself as it picks up large boulders and rocks. The legs of a Tetsucabra help it perform powerful leaps, lunges, and jumps in the air to help it either ambush prey or to reach steep slopes out of its reach. A Tetsucabra's claws are powerful enough to break rock with ease and can destroy powerful armor.

Tetsucabra

Large beast (amphibian), unaligned

Armor Class 14 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 30 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	2 (-4)	6 (-2)	6 (-2)

Damage Immunities fire
Senses passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency** +2

Amphibious. The tetsucabra can breathe air and water.

Standing Leap. The tetsucabra's long jump is up to 20 feet and its high jump is up to 10 feet, without a running start. In addition, the tetsucabra does not incur opportunity attacks while moving with a jump.

Actions

Multiattack. The tetsucabra makes one Gore attack and one Stomp attack.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Boulder Toss (Requires Boulder). *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Bonus Actions

Dig. The tetsucabra unearths a boulder and gains a +3 bonus to its AC until it uses its Boulder Toss attack, or the boulder is destroyed. The boulder can be attacked (AC 10, 5 hit points; immunity to poison and psychic damage). Destroying the boulder deals no damage to the tetsucabra.

Tetsucabra are highly aggressive, territorial monsters though its ecology is much like a frog. The amphibians are well-known for attacking and eating anything that moves in its line of sight and leaping from ponds in order to grab potential prey. Despite being found in ponds, they spend most of its time on land, which could suggest that they patrol its territory on land, much like Zamtrios. During the breeding season male Tetsucabra will create large holes to impress females so that they'll lay its eggs in them. When the female lays her eggs in the pit the male will quickly fertilize them. After fertilizing the eggs the male will then carry them in his mouth and he will not eat anything until the offspring are fully developed.

Tetsucabra

Challenge Rating 4 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1	1-4	Jumbo Bone	(O)
2-6	5-6	Tetsucabra Scale	(A,W)
7-9	7-9	Tetsucabra Shell	(A)
10-11	10-13	Tetsucabra Claw	(A,W)
12-13	14-16	Dignified Skull	(A,W)
14-17	17-20	Paddock Oil	(O)
18-20	—	Tetsucabra Tusks	(A,W)

ARMOR MATERIAL EFFECTS

Tetsucabra Scale
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Tetsucabra Shell
Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

Tetsucabra Claw
Expert Fisherman. When you catch fish, you instead catch two.

Dignified Skull
Well Rested. When you finish a long rest, you gain 5 temporary hit points for 24 hours while attuned to this armor.

Tetsucabra Tusks
You gain a burrowing speed of 10 feet while you wear this armor.

WEAPON MATERIAL EFFECTS

Tetsucabra Scale
While attuned to this weapon, you can use an action to conjure an ethereal pickaxe at will. When using this pickaxe to mine, you have advantage on Strength (Athletic) checks.

Tetsucabra Claw
While attuned this weapon, you can cast the *mold earth* cantrip at will.

Dignified Skull *(Ranged Weapon Only)*
Deadeye. Your weapon's normal attack range is increased by 20 feet.

Tetsucabra Tusks *(Hammer Only)*
Punish Draw. A creature hit for the first time by the Hammers *Mighty Weapon,* has disadvantage on the saving throw.

OTHER MATERIAL EFFECTS
Paddock Oil
When this oil is applied to the skin, the target gains tremorsense out to 30 feet for 1 hour.

Jumbo Bone
Uncommon armor upgrade material.

Zamite

It is a small, shark-like creature whose relatively large mouth houses many rows of teeth made for attacking prey and hunters. Zamite have been sighted in a number of different stages of development, with some having fully developed legs, while others slide on its bellies. During battle, Zamite can grow larger when it ingests bodily fluids. These fluids also allow Zamites to grow legs if they are ingested by the individuals without limbs. Zamite behave just like Giggi in the manner of aggressively attacking any possible food source and draining them of its vital fluids.

Zamite

Medium beast (amphibian), unaligned

Armor Class 13 (natural armor)
Hit Points 22 (5d8)
Speed 20 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	11 (+0)	1 (-5)	11 (+0)	4 (-3)

Skills Stealth +3,
Damage Resistances cold
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency**

Amphibious. The zamite can breathe air and water.

Pack Tactics. The zamite has advantage on an attack roll against a creature if at least one of the zamite's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The zamite makes two Bite attacks.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Zamite

Challenge Rating
1/2

Carves 1

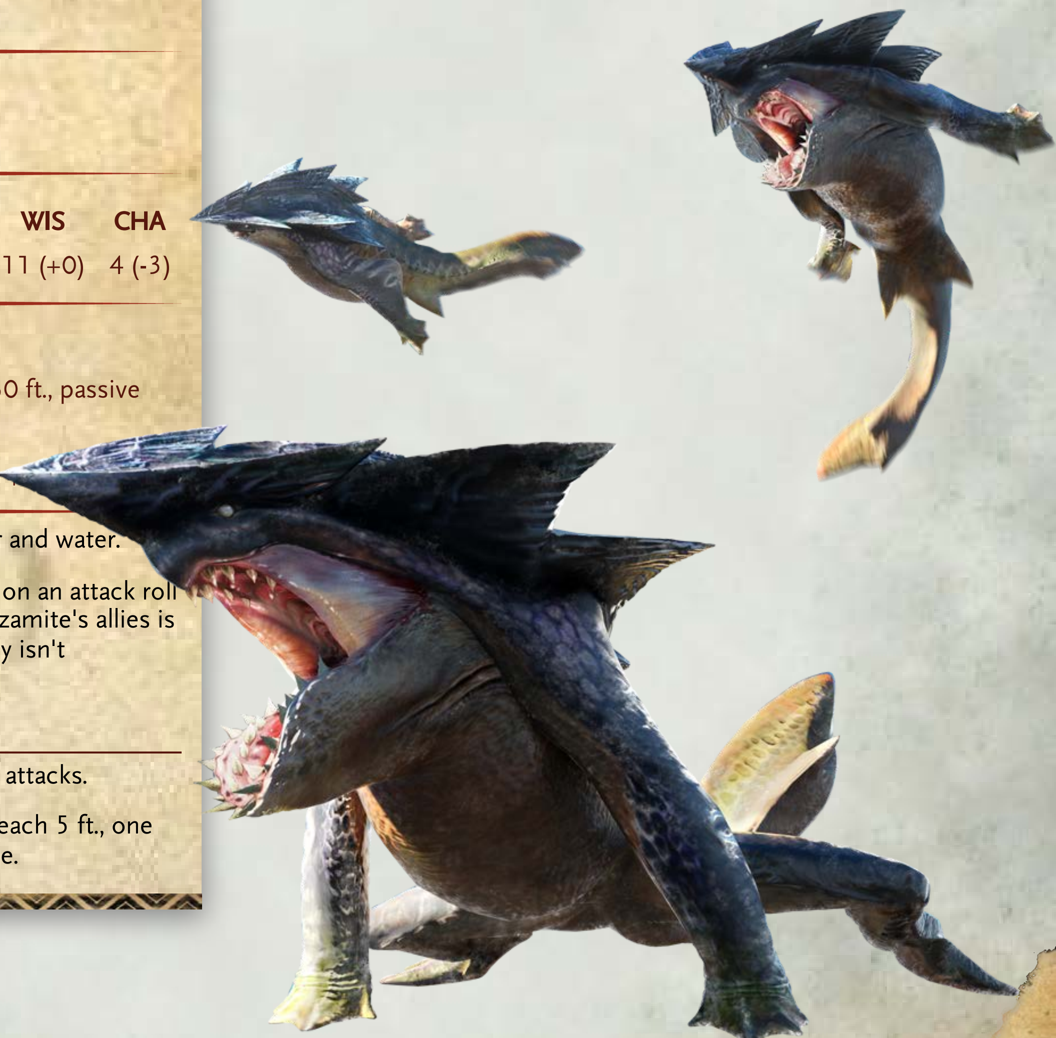
Carve Chance	Material	Slots
1-7	Sharp Fang	(W)
8-14	Meaty Hide	(O)
15-18	Monster Guts	(O)
19-20	Sharqskin Scale	(A)

ARMOR MATERIAL EFFECTS
Sharqskin Scale
While wearing this armor, you have a swimming speed equal to your walking speed.

WEAPON MATERIAL EFFECTS
Sharp Fang
Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS
Meaty Hide
This material can be cooked for 2 days of rations

Monster Guts
Monster innards. A prized delicacy worth 50 gp.



Zamtrios

Zamtrios is a large, quadrupedal monster with grey-blue skin and yellow fins. It is superficially shark-like in appearance, with a long, pointed snout and a mouth filled with multiple rows of sharp teeth. As the adult form of Zamite, its limbs are powerful and fully-developed. Its skin is extremely elastic in order to accommodate its inflation abilities.

Zamtrios is a powerful predator, but these Fanged Beasts mostly feed on plants, nuts, and mushrooms though they will sometimes eat meat. From the size of the Lagombi, it's very possible Zamtrios would try to hunt them. Though Zamtrios prefer to feed on smaller helpless prey, they are still quite dangerous in its own right. Zamtrios have even been found to feed on Plesioth in tropical waters. The massive and aggressive Gammoth can seriously injure, if not outright kill the Amphibian if confronted.

Zamtrios is a very strange Amphibian with many bizarre adaptations. Zamtrios now lacks the sharp spike its juvenile form has but now is able to produce a type of "armor". It is able to produce this armor by secreting a special fluid from its skin that eventually freezes around it forming this icy armor. This armor acts as a secondary protection against threats and also acts as a weapon. When it forms this armor, it will also produce a long, rigid spike made of ice on top of its head, replacing the spike it once had, and spike on its tail as another weapon. When it's not using its icy armor it will use freezing water to attack threats or prey from a distance and will spit balls of snow at them to stop its movement. Zamtrios have an under layer of skin directly under its skin used to replace previous old one. Its teeth, like saws, cut up prey just by rubbing against them.

When Zamtrios is heavily damaged while it has its icy armor, it will go through one of the most dramatic changes in nature. It will expand its body and inflate itself to several times its original body size. It goes through this change to intimidate an attacker and is able to do this from gas that it produces from inside its body.

Zamtrios primarily spend most of its time in the water or under ice, constantly roaming around its territory and searching for prey. Like the Zamites, Zamtrios have huge appetites and have a single mind set on finding prey and to kill or eat any intruders in its territory. If Zamtrios have an enemy in its sight, they may actually chase them for miles upon miles of ice. During the breeding season Zamtrios will come together and mate. When female Zamtrios have mated they will then lay its eggs within the ice.

Zamtrios

Huge beast (amphibian), unaligned

Armor Class 15 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	5 (-2)

Skills Perception +3, Stealth +4
Damage Immunities: acid, cold
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP) **Proficiency** +3

Amphibious. The zamtrios can breathe air and water.

Actions

Multiattack. The zamtrios makes two Bite attacks.

Bite. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Ice Armor. While the zamtrios is Huge, it can coat its body in ice, increasing its AC by 5 but reducing its movement speed by 10 feet for 1 minute.

Ice Drill. If the zamtrios ice armor is active and the zamtrios is underground it can then use this action to unburrow in a space occupied by another creature. The creature is pushed 5 feet out of the zamtrios space and must succeed on a DC 14 Dexterity throw or be knocked prone and take 13 (3d6+3) slashing damage plus 13 (3d6+3) piercing damage. On a successful save, the creature takes only half the damage, and isn't knocked prone.

Water Torrent (Recharge 5-6). The zamtrios fires a high-pressure beam of water across a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.

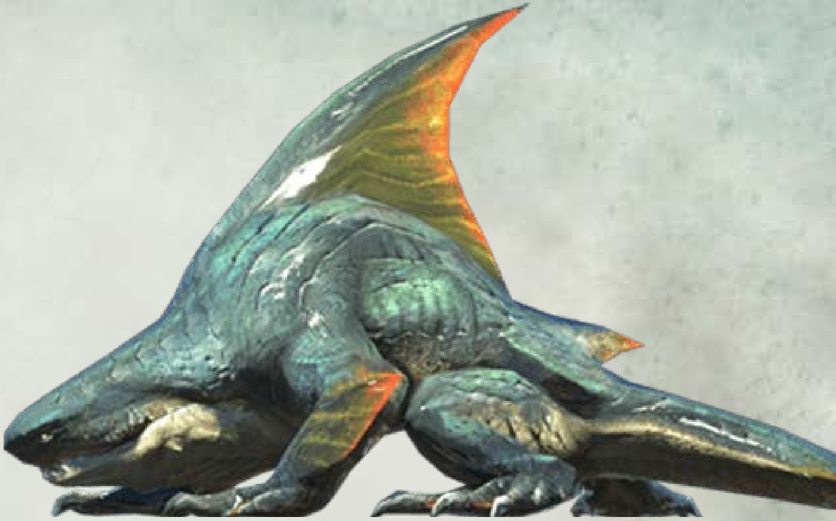
Bonus Action

Expand (2/day). The zamtrios greatly expands its belly for 1 minute. While expanded, the zamtrios is Gargantuan, has resistance to bludgeoning damage, and its ice armor is destroyed. If the zamtrios lacks the room to become Gargantuan, it attains the maximum size possible in the space available. The zamtrios can repeat this bonus action to revert back to its original size.

Zamtrios

Challenge Rating 5 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	2x Paddock Oil	(O)
5-10	3-6	Zamtrios Hide	(A)
11-13	7-9	Zamtrios Scale	(A,W)
14-16	10-12	Freezer Sac	(A,W)
17-18	13-14	Zamtrios Fin	(W)
19	15-17	Zamtrios Sawtooth	(W)
20	18-20	Zamtrios Tailblade	(A)



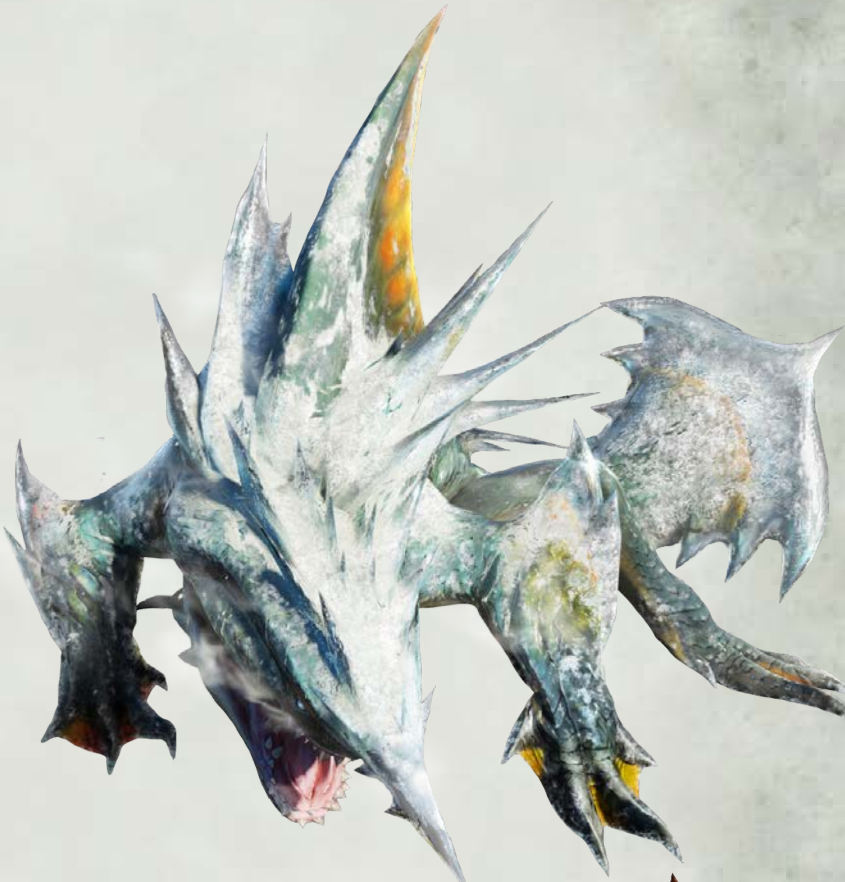
ARMOR MATERIAL EFFECTS

Zamtrios Hide
While wearing this armor, you can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Zamtrios Scale
Meat Lover. Consuming meat, cooked or otherwise, counts as 1 days ration. After consuming it you temporarily ignore one level of exhaustion for an hour.

Freezer Sac *(Spellcaster Only)*
This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to coat your armor in magical ice, gaining 5 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

Zamtrios Tailblade
While you wear this armor, you have a swimming speed equal to your walking speed, you can breathe underwater, and you suffer no harm in water as cold as -20 degrees Fahrenheit.



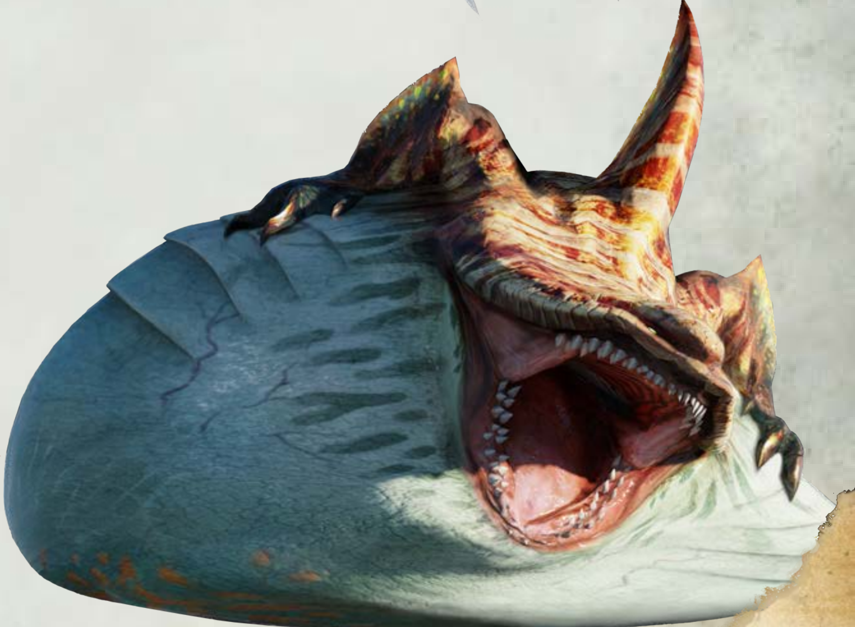
WEAPON MATERIAL EFFECTS

Zamtrios Scale *(Bladed Weapon Only)*
You can place your weapon in the water and 1d4 sushifish will impale themselves onto it. Once used, this property can't be used again until then next dawn.

Freezer Sac *(Light Bowgun Only)*
When you hit a creature with your water ammo it must make a DC 14 Constitution saving throw or have its movement speed reduced to 0 until the end of its next turn on a failed save. On a successful save, the creature's movement speed is reduced by 10 feet.

Zamtrios Fin *(Druid, Sorcerer, & Wizard Only)*
While attuned to this weapon you know the *ice knife* spell. If you have to prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Zamtrios Sawtooth
Your weapon deals an extra 1d4 acid damage.



OTHER MATERIAL EFFECTS

Paddock Oil
When applied to the skin, the target gains tremorsense out to 30 feet for 1 hour.

Bird Wyverns

Bird Wyverns are, as their name implies, bird-like in nature, with slender delicate bodies. Despite their comparatively small stature, Bird Wyverns often use their agility to their advantage to neutralize attacks and prey alike. Flying Bird Wyverns exhibit similar characteristics to True Wyverns, with a bipedal stance along with developed and functional wings. Many of these possess a hard, sharp beak which can be used to peck at attackers, and generally behave in a bird-like manner.

Aknosom

Large wyvern (bird), unaligned

Armor Class 16 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	9 (-1)	14 (+2)	6 (-2)

Skills Acrobatics +6, Intimidation +1, Perception +5
Damage Resistances fire, necrotic
Senses passive Perception 15
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

Pirouette. When the aknosom makes a wing attack, it has advantage on Dexterity (Acrobatic) skill checks and Dexterity saving throws until the start of its next turn.

Actions

Multiattack. The aknosom makes one Peck attack and one Kick attack, or it makes two Wing attacks.

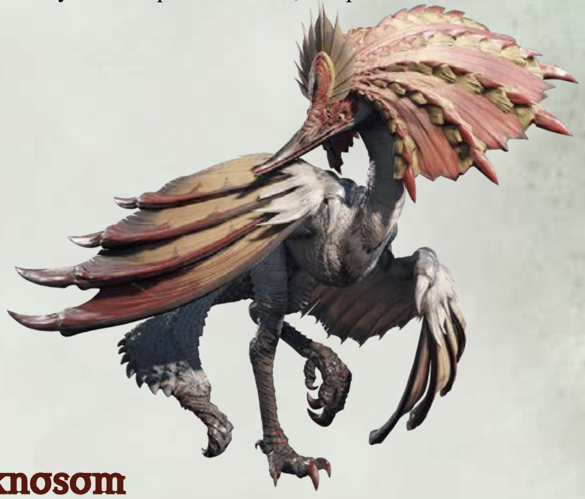
Kick. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Peck. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Ram. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) bludgeoning damage. If the aknosom moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 6 (1d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Wings. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Fireball Barrage (Recharge 5-6). The aknosom chooses up to five creatures within 30 feet of it and spits a small fireball at each of them. Each creature must make a DC 14 Dexterity saving throw, taking 5 (1d10) fire damage and catch fire on a failed save or half as much damage and doesn't catch fire on a successful one. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.



Aknosom

Aknosom is crane-like in appearance. It has a large red and gold parasol-like collar around its head, and this same coloration can be found on its wings and on its eye-like head-crest, which can be used for intimidation. It has a long beak and yellow eyes. Its feathers are white, and it has long narrow legs. Its tail also ends in a peculiar hook-like shape. Aknosom is capable of standing on one leg.

Aknosom is said to be very territorial, and will try to scare any intruders away by displaying its crest.

Aknosom

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Aknosom Scale	(A)
6-11	6-12	Aknosom Feather	(A,W)
12-13	13-14	Aknosom Beak	(A,W)
14-18	15-19	Flame Sac	(A,W)
19-20	—	Med Monster Bone	(O)
—	20	Aknosom Crest	(A,W)

ARMOR MATERIAL EFFECTS

Aknosom Scale
While you wear this armor your movements are always fluid and graceful, like a ballerina on stage.

Aknosom Feather
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Aknosom Beak
Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Flame Sac
While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Aknosom Crest
While you are wearing this armor and an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. You can use this property a number of times equal to 1/2 your proficiency bonus (rounded down), regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Aknosom Feather
Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

Aknosom Beak
Your weapon deals an extra 1d4 fire damage.

Flame Sac
When you cast a spell that deals fire damage, it deals an extra 1d4 fire damage.

Aknosom Crest *(Druid, Sorcerer, & Wizard Only)*
While attuned to this weapon you know the *flaming sphere* spell. If you have to prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. Once used, this property cannot be used again until you finish a long rest.

OTHER MATERIAL EFFECTS

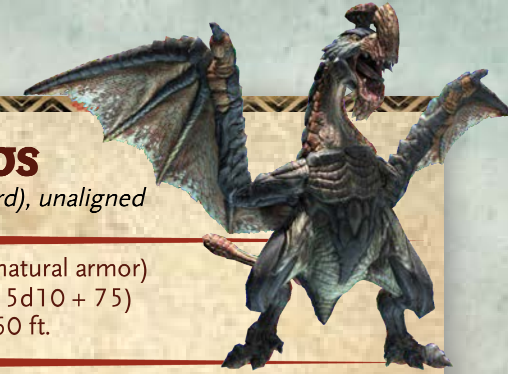
Med Monster Bone
Rare armor upgrade material.

Gypceros

Gypceros is among the largest and heaviest known Bird Wyverns. Its most notable features are the lamp-like crest on top of its head and a rubbery, shock-resistant hide. It has a long pink tail with a bulbous tip, and is a uniform blue-grey across most of its body. It possesses a poison sac which allows it to produce toxic fluids for use against attackers.

Gypceros can use its luminous crest to produce dizzying flashes and temporarily disorient foes. Its elastic tail can extend and be used as a whip, and it can spit large globules of poison to intoxicate attackers. Due to its shock-resistant hide and flashing crest, it is resistant to lightning attacks and to effects that would blind it.

Gypceros is a naturally timid wyvern. However, it is rather intelligent and crafty, as evidenced by its willingness to feign death in order to draw a foe in for a surprise attack. Gypceros is usually found in swamps and marshlands, although it can occasionally be seen in jungles and open grasslands.



Gypceros

Large wyvern (bird), unaligned

Armor Class 16 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +8, Int +3, Wis +4
Skills Deception +5, Performance +8
Damage Resistances lightning, thunder
Condition Immunities blinded
Senses passive Perception 11
Languages —
Challenge 8 (3,900 XP) **Proficiency** +3

Actions

Multiattack. The gypceros makes one Tail attack and two Peck attacks.

Peck. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 10 (3d6) poison damage.

Tail. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Flash. (Recharge 5-6). The gypceros's lamp-like crest on top of its head creates a blinding flash of white light in a 45-foot radius around it. Each creature in that area must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Thrash. If the gypceros is playing dead, it can then use this action to strike each creature in a 5-foot radius around it. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) and be knocked prone on a failed save, or half as much damage on a successful one and isn't knocked prone.

Reactions

Play Dead (Below Half of its Maximum Hit Points; 3/day). When the gypceros takes damage from any source, it plays dead for up to 1 hour. While playing dead, the gypceros is blinded, prone, and appears dead to all nonmagical outward inspections unless a creature succeeds on a DC 18 Intelligence (Investigation) check.

Gypceros

Challenge Rating 8 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-10	1-3	Rubbery Hide	(A,W)
11-13	4-9	Dash Extract	(O)
14-15	10-13	Gypceros Poison Sac	(A,W,O)
16-17	—	Lightcrystal	(A,W)
18-19	14-19	Gypceros Webbing	(A,W)
20	20	Gypceros Head	(A,W)

ARMOR MATERIAL EFFECTS

Rubbery Hide
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to lightning damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Gypceros Poison Sac
Whenever you make a saving throw against the poisoned condition, you do so with a +2 bonus.

Lightcrystal
While wearing this armor, you can use a bonus action to speak its command word to ignite the magic within it, causing it to flare brilliantly. Any creature within a 10-foot radius of you must use its reaction to shield its eyes or be blinded until the end of its next turn. You can use this property twice, regaining all expended uses when you finish a long rest.

Gypceros Webbing
Marathon Runner. While wearing this armor, your walking speed increases by 5 feet.

Gypceros Head
While you are attuned to this armor, you can use your reaction, immediately after you are hit by an attack, to feign death for up to 1 hour. A creature can determine you are alive by making an Intelligence (Investigation) check against your Charisma (Performance) check. Once you use this property, you cannot use it again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Rubbery Hide
While holding your weapon, you can speak a command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into the weapon.

Gypceros Poison Sac
Your weapon deals an extra 1d4 poison damage.

Lightcrystal
While holding this weapon in darkness, it sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

Gypceros Webbing *(Spellcaster Only)*
While attuned to this weapon you can cast the *protection from energy (lightning)* spell once a day, without expending a spell slot.

Gypceros Head
While attuned to this weapon, you can conjure a hooded lantern as an action. The lantern hovers 10 feet off the ground and stays within 5 feet of you. While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

OTHER MATERIAL EFFECTS

Dash Extract
Crafting material for mega dash juice.

Gypceros Poison Sac
You can make a DC 14 Wisdom check using a Poisoner's Kit and this material as its ingredient plus two vials. On a success you create two vials of serpent venom (DMG p. 258). On a fail, the material is destroyed.

Hypnocatrice

Hypnocatrice is a large-sized Bird Wyvern covered in bright, colourful feathers. It has extremely powerful legs with large feet to deliver powerful kicks, and a hard, sharp beak. It is equipped with a sleeping sac that can put adventurers and other monsters to sleep and its small size and lightweight allow it to move with speed and agility during battle. Despite its feathered appearance, Hypnocatrice flies using bat-like, membraned wings, leaving its feather arrangements strictly for display purposes. Hypnocatrice is not particularly aggressive or territorial, but will stand its ground if threatened. They are typically found in lush environments such as the forest or jungle, but have also been encountered in desolate environments such as the desert.

Hypnocatrice

Large wyvern (bird), unaligned

Armor Class 14 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	9 (-1)	10 (+0)	7 (-2)

Skills Athletics +5
Condition Immunities incapacitated, unconscious
Senses passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency** +2

Actions

Multiattack. The hypnocatrice makes two Talon attacks and one Peck attack.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Peck. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Sleep Gas (Recharge 5-6). The hypnocatrice spits out a bubble of sleeping gas at a location within 30 feet of it. Upon impact, the bubble bursts releasing sleep gas in a 5-foot radius around it. Each creature in that area must make a DC 12 Constitution saving throw or fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Wing Attack (3/day). The hypnocatrice beats its wings. Each creature within 10 feet of the hypnocatrice must succeed on a DC 13 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and be knocked prone. The hypnocatrice can then fly up to half its flying speed.

Hypnocatrice

Challenge Rating 4 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Orange Hypno Pelt	(A,W)
6-8	6-7	Hypno Claw	(A,W)
9-10	8-9	Hypno Bezoar	(A,W)
11-13	10-12	Hypno Sac	(A,O)
14-18	13-16	Hypno Fang	(W)
—	17-20	Rainbow Tail Feather	(A,W)
19-20	—	Hypno Beak	(W)

ARMOR MATERIAL EFFECTS

Orange Hypno Pelt
You have a +2 bonus to Animal Handling checks while you wear this armor.

Hypno Claw
Entomologist. When you capture an insect with a bug net, you instead catch two.

Hypno Bezoar
You can read books you are touching while sleeping.

Hypno Sac
Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +1 bonus.

Rainbow Tail Feather
You gain the benefits of a long rest after 4 hours instead of 8 while you are attuned to this armor.

WEAPON MATERIAL EFFECTS

Orange Hypno Pelt
While you are attuned to this weapon you can conjure a gold-rimmed glass monocle. While wearing this monocle in a library, you have advantage on Intelligence (Investigation) checks to find relevant books and information.

Hypno Claw
Taunt. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to redirect the attack to you.

Hypno Bezoar
When you hit a creature with this weapon, it must make a DC 12 Wisdom saving throw. If it fails the save it becomes charmed by you for 1 minute or until you or your companions do anything harmful to it. Once you use this property once, you can't use it again until you finish a short or long rest.

Hypno Fang
This weapon has 3 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 11 Constitution saving throw. On a failed save it falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. A creature that wakes up or succeeds on its saving throw is immune to the hypno fang's effect for 24 hours. This weapon regains 1 expended rune daily at dawn.

Rainbow Tail Feather
You can produce an illusory document from your bag. The document is real only so long as you hold it, after which it dissipates in a puff of smoke. A creature can also determine the document is fake with a Wisdom (insight) check against your spell save DC. If you do not have a spell save DC, the creature must succeed on a DC 11 Wisdom (Insight) check.

Hypno Beak *(Bard, Sorcerer, & Wizard Only)*
While attuned to this weapon, you can use an action to cast the *sleep* spell from it once a day, without expending a spell slot.

OTHER MATERIAL EFFECTS

Hypno Sac
A Material that replaces the sleep herb when crafting tranq bombs or tranq ammo.

Malfestio

Large wyvern (bird), unaligned

Armor Class 17 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

Skills Perception +7, Stealth +9
Senses darkvision 120 ft., passive Perception 17
Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them
Challenge 9 (5,000 XP) **Proficiency** +4

Flyby. The malfestio doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The malfestio has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Resistance. The malfestio has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The malfestio makes two Talon attacks and two Wing attacks.

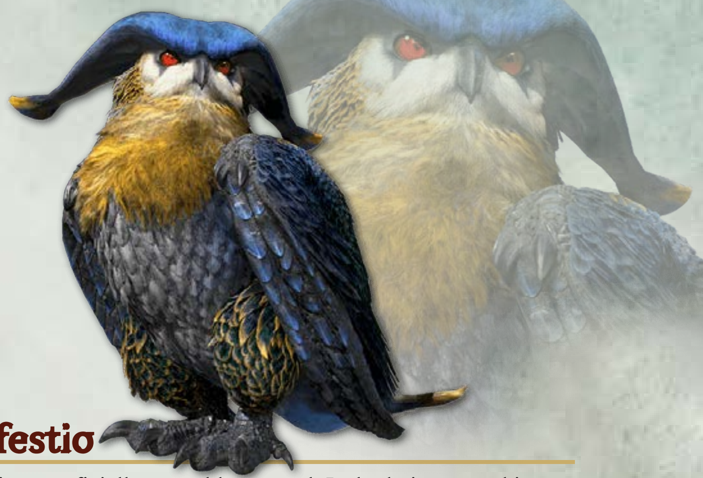
Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Wings. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Sonic Wave (Recharge 5-6). The malfestio releases a sonic wave in a 30-foot cone. Each creature in that area must succeed a DC 15 Wisdom saving throw or be confused for 1 minute.

While confused, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the saving throw fails by 5 or more, the creature instead falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. When a creature wakes up it is still confused until it succeeds on its saving throw or 1 minute has passed since it first fell asleep.



Malfestio

Malfestio superficially resembles an owl. Its body is covered in blue plumage with a grayish belly, a yellow collar, and a white face with a small beak and red eyes. On its head are long tufts that point back and are tipped with yellow. There are hints of yellow on its legs that end in scaly feet that have two talons and one small vestigial toe. Its wings have bright blue membranes. Along its wings are long blade-like claws. Its flattened tail ends in a three-pointed shape.

Malfestio is a nocturnal predator that uses its talons and wing claws to attack prey. Like Nargacuga, it sleeps in trees to avoid terrestrial predators. It can produce an ultrasound beam that can easily put prey to sleep. The claws along its wings are usually hidden but are revealed once the malfestio feels threatened.

Malfestio

Challenge Rating 9 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-2	Azurefeather	(A,W)
6-8	3-6	Coma Sac	(O)
9-10	7-9	Malfestio Wingtalon	(A,W)
—	10-11	Malfestio Ear	(A,W)
11-12	12-16	Malfestio Wing	(A,W)
13-18	17-18	Malfestio Tailfeather	(A,W)
19	—	Malfestio Webbing	(A,W)
20	19-20	Malfestio Goldfeather	(W)

ARMOR MATERIAL EFFECTS

Azurefeather
You have a +2 bonus to Insight checks while you wear this armor.

Malfestio Wingtalon
Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +3 bonus.

Malfestio Ear
Detect+. You gain a +2 bonus to your passive Perception while you wear this armor.

Malfestio Wing
You have advantage on Wisdom (Perception) checks that rely on sight while you wear this armor. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Malfestio Tailfeather
While wearing this armor, you have darkvision out to a range of 60 feet. If you already have darkvision, your sight range increases by 60 feet.

Malfestio Webbing
Your armor becomes light and flexible. If it is medium or light armor it can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, it no longer does.

WEAPON MATERIAL EFFECTS

Azurefeather
While you are attuned to this weapon, you can speak its command word and swing it in a horizonal fashion to release a sonic wave in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw or, be incapacitated for 1 minute. If the save fails by 5 or more, the creature instead fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you cannot use it again until you finish a long rest.

Malfestio Wingtalon
Your weapon deals an extra 1d4 thunder damage.

Malfestio Ear
Hunter. While attuned to this weapon you gain one extra ration from whatever you hunt.

Malfestio Wing
Your weapon has 3 runes. While holding it, you can use an action to expend 1 of its runes, and if a secret door or trap is within 30 feet of you, the weapon pulses and points at the one nearest to you. This weapon regains 1d3 expended runes daily at dawn.

Malfestio Tailfeather *(Ranger Only)*
While attuned to this weapon you can cast the *zephyr strike (XG 171)* spell once a day, without expending a spell slot.

Malfestio Webbing
Weakness Exploit. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled).* You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a long rest.

Malfestio Goldfeather
While you are holding this weapon, you can use an action to speak its command word to summon a giant owl for up to 8 hours. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence. Once this property has been used, it can't be used again until 2 days have passed.

OTHER MATERIAL EFFECTS

Coma Sac
A Material that replaces the sleep herb when crafting sleep coating or sleep ammo (100 uses before it is destroyed).

Qurupeco

The qurupeco resembles a large bird with pterosaur-like features, such as a fanged beak and leathery wings. It is mainly green colored with some scales being tinted yellow, it also has a clump of iridescent purple feathers on its back between its shoulders. It uses its masterful vocal mimicry abilities to call for aid from various monsters, as well as healing them and boosting their abilities. The qurupeco's soft crest stretches over the top of its head and when calling opens out into the shape of a megaphone, amplifying its calls. Its most notable feature however is its bright red vocal sac which inflates when calling. The qurupeco also has a pair of thick, bulky growths on its wings which produce sparks when struck against each other, much like flints. Its tail is shaped like a fan and can unfold revealing brightly colored skin, most likely as a warning for any would-be attacker.

Qurupeco

Large wyvern (bird), unaligned

Armor Class 17 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 30 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	7 (-2)	14 (+2)	16 (+3)

Saving Throws Con +5, Cha +6
Skills Performance +6
Damage Resistances: necrotic
Senses passive Perception 12
Languages —
Challenge 6 (2,300 XP) **Proficiency** +2

Sensitive Ears. If the qurupeco takes thunder damage, or a spell or effect that emits a loud noise *(per the description of the effect)* is used within 60 feet of it, it must succeed on a DC 15 Constitution saving throw or be stunned until the start of its next turn.

Actions

Multiattack. The qurupeco makes three attacks: one with its flint and two with its peck.

Peck. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Flint. If the qurupeco jumps at least 5 feet towards a creature as part of its movement, it can then use this action to strike its flint-like wingtips together, creating a small explosion in that creature's space. That creature must make a DC 14 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save or half as much damage on a successful one.

Spellcasting. The qurupeco's casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: *blade ward, cure wounds, vicious mockery*

Call for Aid (1/day). The qurupeco calls out for assistance, roll a d6; If 1-2, 1d4 jaggi appear; if 3-4, a great jaggi appears; if 5-6 a royal ludroth appears.

Crimson Qurupeco

Unlike the normal variety, this subspecies is red and blue in color. The electric flints are unique to this subspecies. It also call upon aid from much stronger monsters. A Crimson Qurupeco uses the same stats as a normal Qurupeco, except for the changes listed below:

- ***Flint*** damage is changed to lightning damage.
- ***Call for Aid (1/day).*** The qurupeco calls out for assistance, roll a d6; If 1-2, a Royal Ludroth appears; if 3-4, a Rathian appears; if 5, a Nargacuga appears; if 6, a Deviljho appears.

The threat from this variant is increased due to the allies it can summon to its aid. It is not recommended to use this variant until the players are able survive a CR 11 deadly encounter.

Qurupeco

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Qurupeco Scale	(A,W)
8-12	4-8	Qurupeco Feather	(A,W)
13-16	9-12	Screamer Sac x2	(O)
17-18	13-14	Vivid Feather	(A,W)
—	15-16	Med Monster Bone	(O)
19	17	Alluring Beak	(A,W)
20	18-20	Flintstone	(A,W)

ARMOR MATERIAL EFFECTS

Qurupeco Scale
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Qurupeco Feather
Whenever you finish a long rest you can attempt a DC 15 Charisma (Performance) check using an instrument you are proficient with. On a success, you gain inspiration if you do not already have it.

Vivid Feather
You have a +2 bonus to Performance checks while you wear this armor.

Alluring Beak
Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Flintstone
Your armor is decorated with bird carvings. It has 10 runes. While wearing it, you can use an action to expend 1 rune from the armor and cause it to create one of the following sounds out to a range of 60 feet: a finch's chirp, a raven's caw, a duck's quack, a chicken's cluck, a goose's honk, a loon's call, a turkey's gobble, a seagull's cry, an owl's hoot, or an eagle's shriek.

This armor regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune, roll a d20. On a 1, the runes cannot recharge for a week.

WEAPON MATERIAL EFFECTS

Qurupeco Scale
You gain proficiency with the horn musical instruments. If you are already proficient, you double your proficiency bonus when using it.

Qurupeco Feather
While holding this weapon, you can use an action to summon a jaggi to your aid for 1 hour. It will act on your turn in the initiative and will flee if you or your allies attempt to harm it. Once you use this property, you cannot use it again for one week.

Vivid Feather
While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

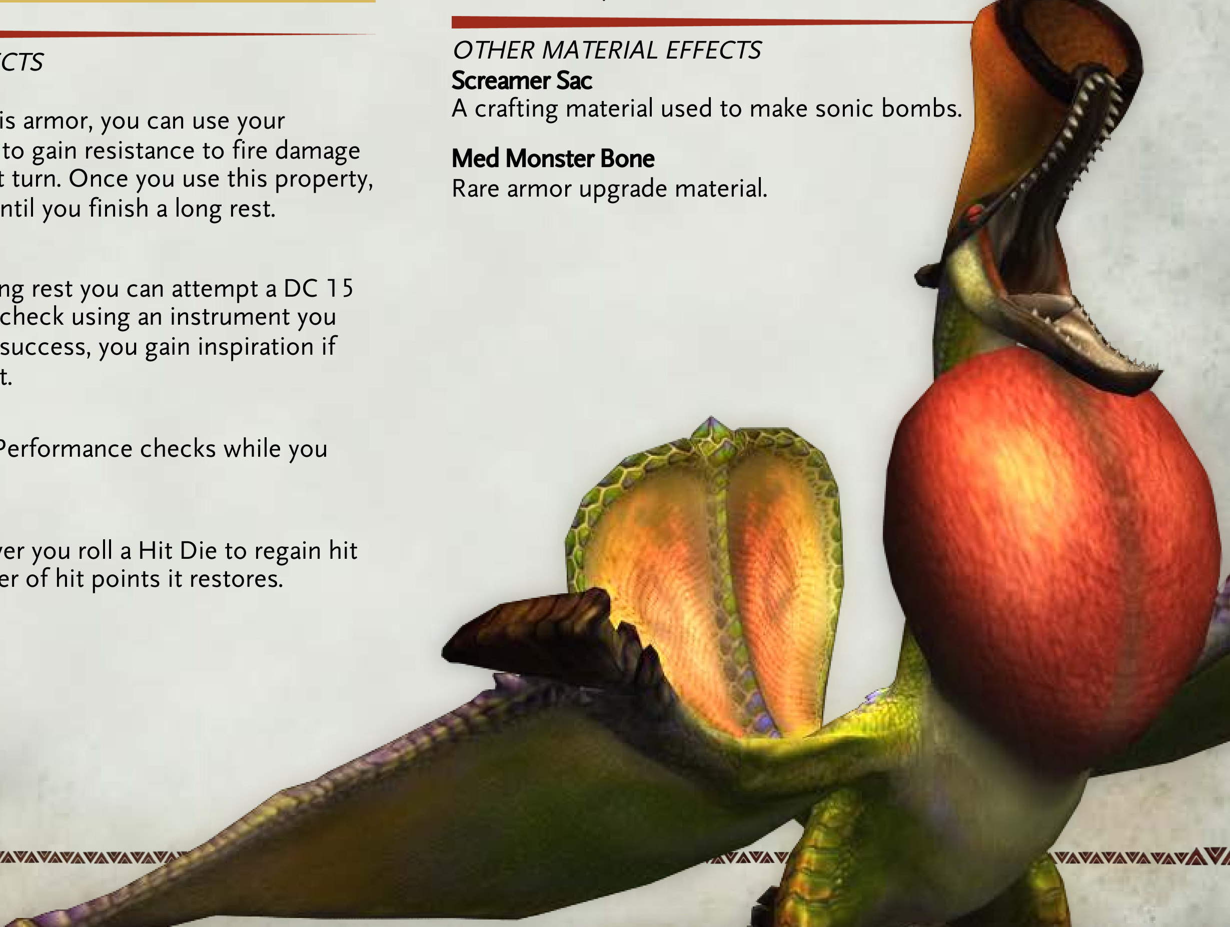
Alluring Beak
When you hit a creature with this weapon it must make a DC 12 Wisdom saving throw. On a failed save, the target becomes charmed by you until the end of its next turn. On a successful save, the target becomes immune to this effect for 24 hours.

Flintstone
When you cast a spell that deals fire damage, you gain a +1 bonus to its spell attack roll.

OTHER MATERIAL EFFECTS

Screamer Sac
A crafting material used to make sonic bombs.

Med Monster Bone
Rare armor upgrade material.



Pukei-Pukei

Large wyvern (bird), unaligned

Armor Class 12 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	11 (+0)	10 (+0)

Saving Throws Con +4, Wis +2, Cha +2
Damage Immunities poison
Senses passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency** +2

Diet. A creature that is poisoned by the pukei-pukei suffers from an extra condition based on what the pukei-pukei has eaten. To determine what condition, Roll 1d4: On a 1, stunned; On a 2, deafened; On a 3, paralyzed; On a 4, blinded.

Actions

Multiattack. The pukei-pukei makes two Tongue attacks and one Tail attack. It can replace any one of these with its Poison Spit attack.

Tongue. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

Tail. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

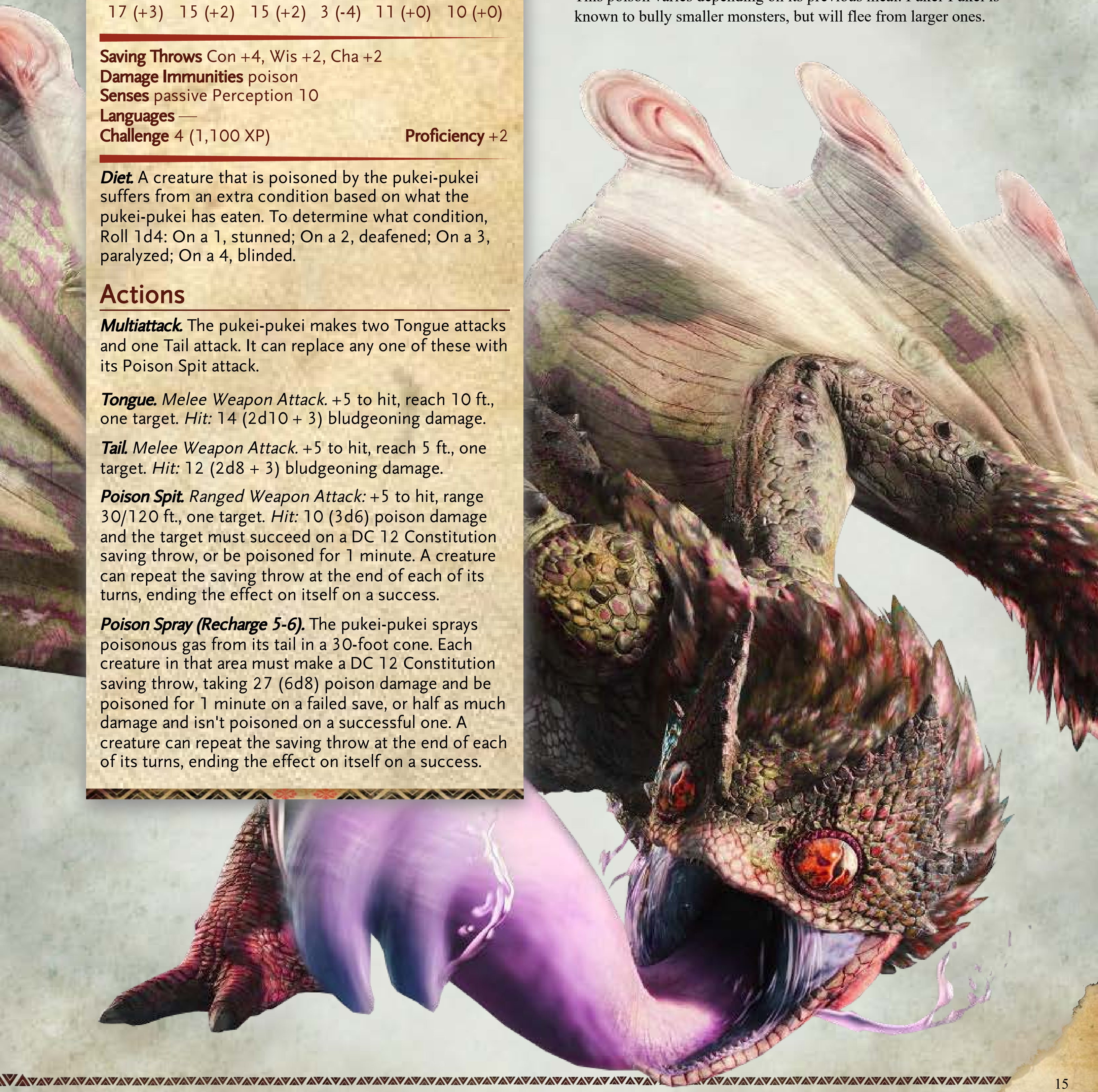
Poison Spit. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) poison damage and the target must succeed on a DC 12 Constitution saving throw, or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Spray (Recharge 5-6). The pukei-pukei sprays poisonous gas from its tail in a 30-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 27 (6d8) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pukei-Pukei

Pukei-Pukei slightly resembles a chameleon, and its eyes are similar to frogs. It has a pair of wings and is covered in green scales that vary in color throughout its body excluding its underbelly. Its underbelly is covered in white osteoderm-like protrusions. Despite being reptilian in nature, Pukei-Pukei has vibrant feathers around its neck and wings.

Pukei-Pukei is known to store the properties of its food within its mouth and tail before combining them with its own poison. By doing so, it can spew poison from its mouth and tail for protection. This poison varies depending on its previous meal. Pukei-Pukei is known to bully smaller monsters, but will flee from larger ones.



Pukei-Pukei

Challenge Rating 4 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Pukei-Pukei Shell	(A,W)
5-9	5-7	Pukei-Pukei Scale	(A,W)
10-12	8-9	Pukei-Pukei Quill	(A,W)
—	10-11	Pukei-Poison Sac	(A,W,O)
13-15	12-13	Pukei-Pukei Sac	(A,W)
16-17	14-17	Jumbo Bone	(O)
18-20	18-20	Pukei-Pukei Wing	(A,W)

ARMOR MATERIAL EFFECTS

Pukei-Pukei Shell
You have a +2 bonus to Deception checks while you wear this armor.

Pukei-Pukei Scale
Botanist. When you successfully gather a plant resource, you instead gather 2.

Pukei-Pukei Quill
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to poison damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Pukei-Poison Sac
Whenever you make a saving throw against the poisoned condition, you do so with a +2 bonus.

Pukei-Pukei Sac
Item Prolonger. Whenever you use a consumable item that has a duration, its duration is increased by an additional 6 seconds.

Pukei-Pukei Wing
While wearing this armor, you can conjure 1 of 4 types of nut into the palm of your hand and consume it as an action. Choose one creature that you can see within 60 feet of you. Both you and the target must succeed on a DC 14 Constitution saving throw or suffer the effects of the nut for 1 minute. Roll a d4 to determine the effect of the nut;

On a 1, stunned; On a 2, deafened; On a 3, paralyzed; On a 4, blinded. Both creatures can repeat this saving throw at the end of their turn, ending the effecting on a success. You can use this property a number of times equal to your Constitution Modifier, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Pukei-Pukei Shell
You have proficiency with the herbalism kit while attuned to this weapon. If you are already proficient you double your proficiency bonus when using it.

Pukei-Pukei Scale
While touching this weapon, you can use an action to determine which way is north. This property functions only on the Material Plane.

Pukei-Pukei Quill
While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

Pukei-Poison Sac
When you cast a spell that deals poison damage, add 1/2 of your proficiency bonus to that damage.

Pukei-Pukei Sac
This weapon has 3 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 14 Constitution saving throw or become poisoned for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effecting on a success. This weapon regains 1 expended rune daily at dawn.

Pukei-Pukei Wing
When you cast a spell that deals poison damage, you gain a +1 bonus to its spell attack roll or increase its spell save DC by 1.

OTHER MATERIAL EFFECTS

Pukei-Poison Sac
You can make a DC 10 Wisdom (Poisoner's Kit) check using this material as its ingredient plus two vials. On a success you create two vials of basic poison (PHB p. 153). On a fail, the material is destroyed.

Jumbo Bone
Uncommon armor upgrade material.

Coral Pukei-Pukei

Coral Pukei-Pukei retains most of its characteristics from Pukei-Pukei. However, Coral Pukei-Pukei sports bright orange coloring on its face, feet, and front wing claws. These turn red when it becomes enraged. The rest of its body has a pinkish-red tint to it while its underbelly and tail tip are violet.

While the Pukei-Pukei utilizes poison, the Coral Pukei-Pukei uses water as its main element of attack. Coral Pukei-Pukei is able to store high concentrations of water in its tail by drinking the sponge-like plants that lie in the Coral Highlands. By doing this, it is then able to shoot out jets of high pressurized water beams at hunters. It is also capable of doing this from its mouth by eating various plants. In addition to this, it can also throw out globs of water balls at hunters from its mouth.

Unlike Pukei-Pukei, Coral Pukei-Pukei is more aggressive with its attacks. It is also shown to be able to use its tail far more effectively than Pukei-Pukei when attacking hunters.

Coral Pukei-Pukei

Large wyvern (bird), unaligned

Armor Class 16 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	11 (+0)	10 (+0)

Saving Throws Con +7, Wis +4, Cha +4
Damage Immunities acid

- **Senses** passive Perception 10
- **Languages** —
- **Challenge** 10 (5,900 XP) **Proficiency** +4

Actions

Multiattack. The pukei-pukei makes one Tongue attack and one Tail attack. It can replace any one of these with its Water Glob attack.

Tongue. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Water Glob. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) acid damage and the target must succeed on a DC 15 Constitution saving throw, or be afflicted with waterblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Water Jet - Spiral (Recharge 6). The pukei-pukei flies 10 feet into the air and discharges a beam of high-pressure water from its tail that spirals out from below it out to a 45-foot radius. Each creature in that area must make a DC 15 Constitution saving throw, taking 27 (6d8) acid damage and be afflicted with waterblight for 1 minute on a failed save, or half as much damage and is not afflicted on a successful one.

Legendary Actions

The pukei-pukei can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The pukei-pukei regains spent legendary actions at the start of its turn.

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

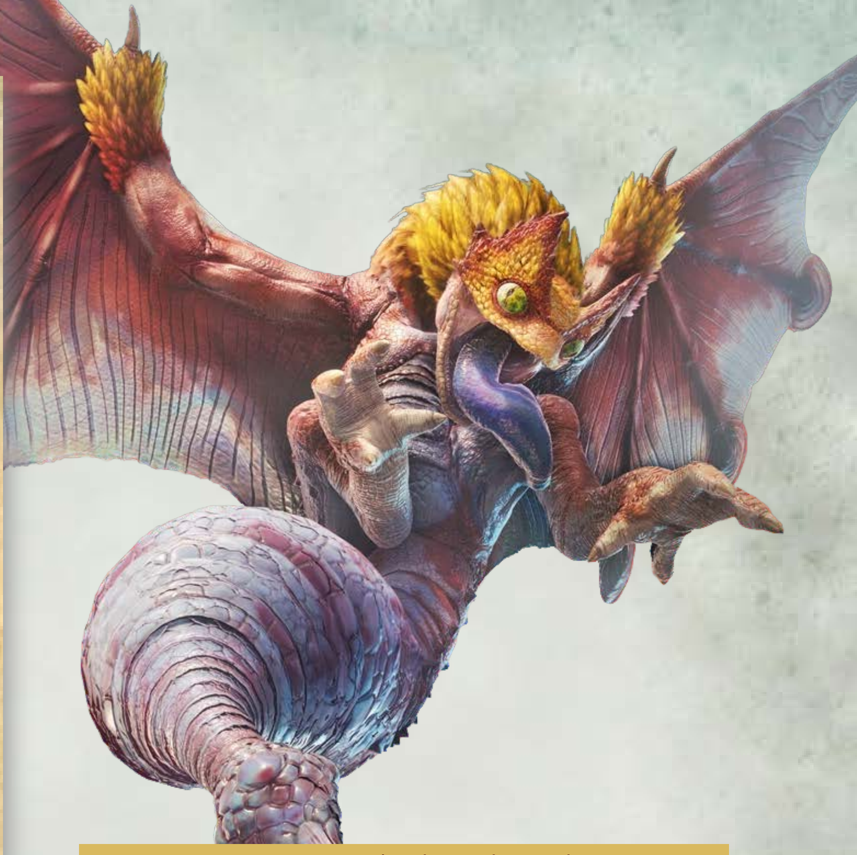
Water Jet - Arc (Costs 2 Actions). The pukei-pukei discharges a beam of high-pressure water from its mouth or tail in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Water Jet - Line (Costs 2 Actions). The pukei-pukei discharges a beam of high-pressure water from its mouth or tail in a 60-foot line that is 10 feet wide. Each creature in a line must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Coral Pukei-Pukei

Challenge Rating 10 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Coral Pukei-Pukei Cortex	(A,W)
5-9	5-7	Coral Pukei-Pukei Shard	(W)
10-12	8-9	Coral Pukei-Pukei Lash	(A,W)
—	10-11	Flood Sac	(A,W)
13-15	12-13	Large Coral Pukei-Pukei Sac	(A,W)
16-17	14-17	Lg Monster Bone	(O)
18-20	18-20	Coral Pukei-Pukei Fellwing	(A,W)



ARMOR MATERIAL EFFECTS

Coral Pukei-Pukei Cortex
While wearing this armor, you can cast the *create or destroy water* spell from it as an action once per day.

Coral Pukei-Pukei Lash
Item Prolonger+. Whenever you use a consumable item that has a duration, its duration is increased by an additional 12 seconds.

Flood Sac
While wearing this armor, you have a swimming speed equal to your walking speed and you can hold breath underwater for twice as long as normal.

Large Coral Pukei-Pukei Sac
You have resistance to acid damage while you wear this armor.

Coral Pukei-Pukei Fellwing
You have resistance to acid damage and immunity to the waterblight condition while you wear this armor.

WEAPON MATERIAL EFFECTS

Coral Pukei-Pukei Cortex
When you place this weapon into any liquid, it will absorb up to 1 vial of it. The weapon will hold the liquid for 24 hours, or until you use an action to cause the liquid to pour out from the hilt or tip of the weapon.

Coral Pukei-Pukei Shard
Partbreaker+1. You deal an extra 1d6 damage when you critically hit with this weapon.

Coral Pukei-Pukei Lash
Your weapon deals an extra 1d6 acid damage.

Flood Sac
When you cast a spell that deals acid damage, add 1/2 of your proficiency bonus to that damage.

Large Coral Pukei-Pukei Sac
Critical Draw+. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 15 or higher.

Coral Pukei-Pukei Fellwing
While you are attuned to this weapon, you can use a bonus action to exhale a stream of water in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 4d6 acid damage on a failed save, or half as much damage on a successful one. Once used, this property cannot be used again until you finish a long rest.

OTHER MATERIAL EFFECTS
Lg Monster Bone
Very rare armor upgrade material.

Yian Garuga

The yian garuga is a highly aggressive Bird Wyvern that has a striking purple coloration, large defensive spikes and an extremely tough shell. Its beak is sharp and jagged, and it possesses a silver mane around the edge of its face.

Yian garuga is a close relative of the yian kut-ku that possesses a poisonous tail club and can produce ear-splitting roars to stop foes in their tracks. It is quite crafty, and is known to rationally observe their prey, even when angered. They are not to be taken lightly.

Yian garuga hunts almost exclusively at night, using its deadly poison or stabbing its prey with its sharp beak to finish off its victim. When hunting another predatory species such as velocidrome, yian garuga will let out a ear-deafening roar before launching an attack.

Very war-like in nature, yian garuga are monsters that are best avoided. Yian garuga are very solitary creatures though, they have rarely been seen in groups possibly during a mating season, the groups consisting of more than two have been seen on islands. After mating, a female will sometimes seek out a Yian Kut-Ku nest, destroy the eggs, and then lay its own eggs in the nest for the oblivious Kut-Ku to raise and care for. This shows that a female garuga can be a Brood Parasite like a real-world cuckoo bird. Yian garuga perform this behavior due to their poor parental behavior.

Yian Garuga

Large wyvern (bird), unaligned

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	18 (+4)	14 (+2)	12 (+1)	8 (-1)

Saving Throws Int +5, Cha +2
Skills Acrobatics +8, Perception +4
Damage Immunities fire, lightning
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP) **Proficiency** +3

Flyby. The yian garuga doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Sensitive Ears. If the yian garuga takes thunder damage, or a spell or effect that emits a loud noise *(per the description of the effect)* is used within 60 feet of it, it must succeed on a DC 15 Constitution saving throw or be stunned until the start of its next turn.

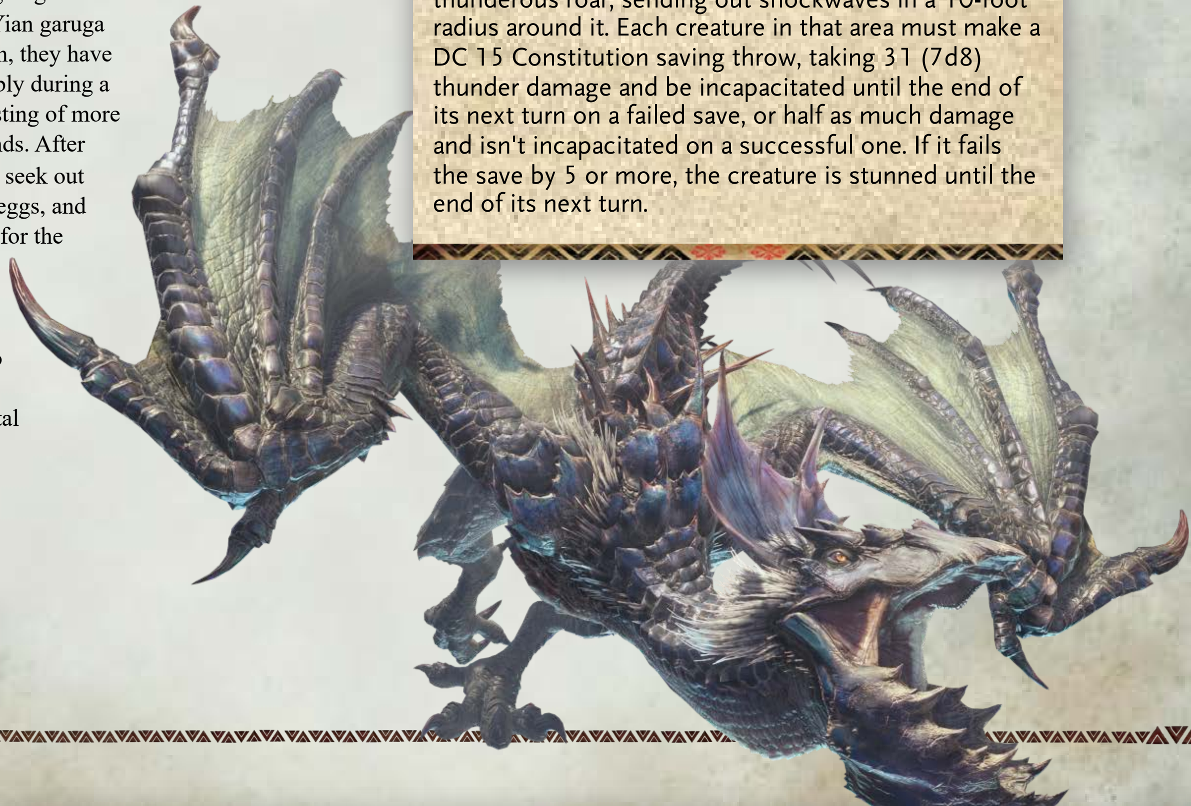
Actions

Multiattack. The yian garuga makes two Peck attacks and one Tail attack.

Peck. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 13 (3d8) poison damage.

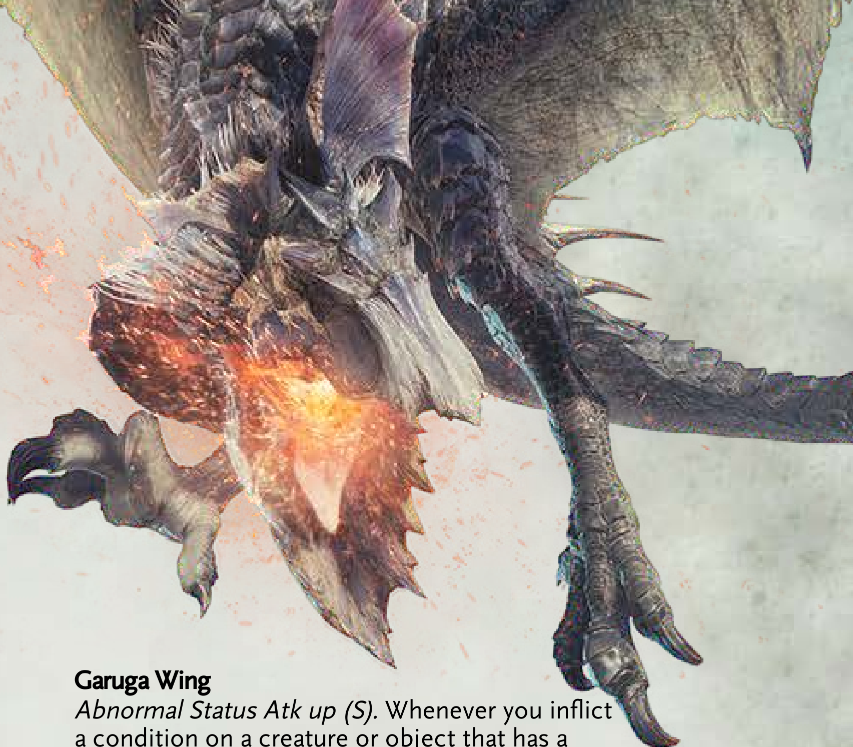
Violent Roar (Recharge 5-6). The yian garuga lets out a thunderous roar, sending out shockwaves in a 10-foot radius around it. Each creature in that area must make a DC 15 Constitution saving throw, taking 31 (7d8) thunder damage and be incapacitated until the end of its next turn on a failed save, or half as much damage and isn't incapacitated on a successful one. If it fails the save by 5 or more, the creature is stunned until the end of its next turn.



Yian Garuga

Challenge Rating 7 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	Garuga Scale	(A,W)
5-6	3-10	Garuga Shell	(A,W)
7	11-13	Garuga Mane	(A,W)
8	14-18	Garuga Wing	(A,W)
9-12	—	Garuga Tail	(A,W,O)
13-16	19	Rejuvenated Beak	(A,W)
17-20	20	Garuga Ear	(A,W)



ARMOR MATERIAL EFFECTS

Garuga Scale
You have a +2 bonus to Intimidation checks while you wear this armor.

Garuga Shell *(Bow Only)*
Whenever you apply the close range coating to your arrows, you can coat up to 5 more.

Garuga Mane
You can use an action to speak this armor's command word and regain one expended spell slot of up to 3rd level. Once you have used this effect, it can't be used again until the next dawn.

Garuga Wing
Whenever you make a saving throw against the poisoned condition, you do so with a +2 bonus.

Garuga Tail
While wearing this armor, you have darkvision out to a range of 60 feet. If you already have darkvision, your sight range increases by 60 feet.

Rejuvenated Beak
You have advantage on initiative rolls while you wear this armor.

Garuga Ear
Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened and you have advantage on saving throws against thunder damage. You can dispel the ear plugs as a bonus action ending the deafened effect.

WEAPON MATERIAL EFFECTS

Garuga Scale
While attuned to this weapon you can cast the *gust of wind* spell (save DC 13) once a day.

Garuga Shell *(Bow Only)*
Arrows coated with the close range coating, deal an extra 1 piercing damage and it now ignores any disadvantages when attacking creatures you can see that are within 20 feet of you.

Garuga Mane
While you are attuned to this weapon, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor.

Garuga Wing
Abnormal Status Atk up (S). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.

Garuga Tail
Your weapon deals an extra 1d4 poison damage.

Rejuvenated Beak
This weapon warns you of danger. While the weapon is on your person, it magically awakens you and your companions within a 30-foot range if any of you are sleeping naturally when combat begins.

Garuga Ear
This weapon has 4 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 14 Constitution saving throw. On a failed save the target is deafened for 1 minute. This weapon regains 1d4 expended runes daily at dawn.

OTHER MATERIAL EFFECTS

Garuga Tail
Rare armor upgrade material.

Scarred Yian Garuga

In terms of appearance, scarred yian garuga is virtually identical to yian garuga. The main difference between the two is that one of this monster's ears is missing and Scarred Yian Garuga received a scar across its face.

The scarred yian garuga hunts almost exclusively at night, using its deadly poison or stabbing its prey to finish off its victim. It is just as aggressive as the yian garuga, but has adapted its attacks over its many battles, including the ability to unleash a barrage of small fire balls whilst its in the air. If hunting another predatory species such as a Velocidrome, Yian Garuga will first stun the creature with its roar before launching any attacks.

Azure rathalos, pink rathian, tigrex, nargacuga, and the rare rajang are fierce competitors of the bird wyverns and are even capable of killing them if an opportunity were to arise. However, being one of if not the most feared members of the bird wyvern class these creatures are fully capable of defending themselves against potential threats.

Scarred Yian Garuga

Large wyvern (bird), unaligned

Armor Class 21 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	20 (+5)	14 (+2)	16 (+3)	8 (-1)

Saving Throws Con +10, Int +7
Skills Acrobatics +9, Perception +8
Damage Resistances poison; bludgeoning, slashing, and piercing from nonmagical attacks
Damage Immunities fire, lightning
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 18
Languages —
Challenge 16 (15,000 XP) **Proficiency** +5

Actions

Multiattack. The yian garuga makes two Peck attacks and one Tail attack, or it makes three Fire Ball attacks.

Fire Ball. *Ranged Weapon Attack.* +11 to hit, 80/320 ft., one target. *Hit:* 22 (4d10) fire damage.

Peck. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 22 (5d8) poison damage.

Fire Barrage (Recharge 5-6). The yian garuga spews a barrage of fireballs in a 60-foot cone in front of it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The yian garuga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The yian garuga regains spent legendary actions at the start of its turn.

Flight. The yian garuga flies up to half its flying speed.

Poisoned Tail. Choose a creature within 10 feet of the yian garuga. That creature must make a DC 18 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Piercing Roar (Costs 3 Actions). The yian garuga lets out an ear shattering roar. Each creature that is within 20 feet of the yian garuga must succeed on a DC 18 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Scarred Yian Garuga

Challenge Rating 16 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	Garuga Shard	(A,W)
5-6	3-10	Garuga Cortex	(A,W)
7	11-13	Garuga Silverpelt	(A,W)
8	14-18	Garuga Fellwing	(A,W)
9-12	—	Garuga Lash	(A,W,O)
13-16	19	Fancy Beak	(A,W)
17-20	20	Garuga Auricle	(A,W)

ARMOR MATERIAL EFFECTS

Garuga Shard
While wearing this armor, you have darkvision out to a range of 60 feet. If you already have darkvision, your sight range increases by 60 feet.

Garuga Cortex
HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

Garuga Silverpelt
You can use an action to speak this armor's command word and regain one expended spell slot of up to 4th level. Once you have used this effect, it can't be used again until the next dawn.

Garuga Fellwing
Whenever you make a saving throw against the poisoned condition, you do so with advantage.

Garuga Lash *(Druid Only)*
While you wear this armor, your wild shapes last a number of hours equal to your druid level and you can use your wild shape one additional time.

Fancy Beak
You have advantage on initiative rolls while you wear this armor.

Garuga Auricle
You cannot be poisoned and you have resistance to poison damage while wearing this armor.

WEAPON MATERIAL EFFECTS

Garuga Shard
If you coat this weapon with poison, the poison's save DC is increased by 3.

Garuga Cortex *(Bows Only)*
Your poison coating now lasts for 1 minute, but the target can repeat its saving throw at the end of its turn. ending the poison on a successful save.

Garuga Silverpelt
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Garuga Fellwing
Abnormal Status Atk up (M). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

Garuga Lash
Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

Fancy Beak
Critical Status (poison). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is poisoned until the end of its next turn.

Garuga Auricle
Your weapon deals an extra 1d10 poison damage.

OTHER MATERIAL EFFECTS
Garuga Lash
Very Rare armor upgrade material.

Yian Kut-ku

The yian kut-ku is characterized by its large, fan-like ears that unfurl when excited. They have a large, yellow beak with a pink stripe running down its length. The lower jaw of its beak is significantly bigger than the top jaw. Yian kut-ku's body is covered in orange-pink plating and beige scales. Its wing membranes are deep blue and its eyes are bright yellow. These wyverns are small and relatively light, making them quick and agile. They have an extremely powerful sense of hearing, thanks to their large ears.

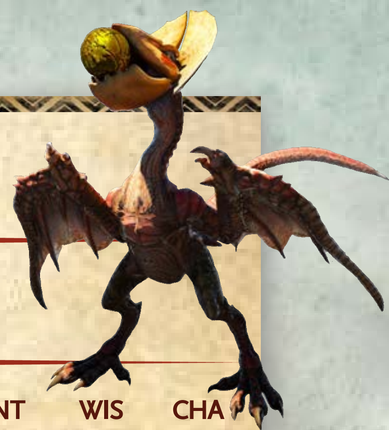
A somewhat temperamental, skittish, and inquisitive wyvern. Yian kut-ku have a tendency to want to appear bigger than they really are by spreading their wings, flaring out their ears, and squawking loudly. They are generally insectivores, preying on konchu and other Neopterons as a main part of their diet.

Yian kut-ku are capable of flight, which is a major advantage when fleeing from large terrestrial predators. However, they aren't as adept in the air when compared to other wyverns. Due to this kut-ku spend more time on land. kut-ku have very large and sturdy beaks used to crush hard-shelled prey and fruit, as well as aid them in shoveling up ground-dwelling insects and larvae. This is particularly visible when it is feeding on konchus, as it can bypass their hard shells by simply scooping the Neopterons up when they roll into balls and swallowing them whole.

The most defining trait of yian kut-ku are their specialized large ears. These ears are very sensitive to sound and sudden loud noises can disorient them leaving them vulnerable to attack, thus causing hunters to often use Sonic Bombs when hunting these creatures.

Yian kut-ku are omnivorous creatures that eat a wide variety of different things. Kut-ku will eat lots of insects, such as konchu, nuts and honey. While they are fully capable of defending themselves against smaller predators such as velocidrome and their packs kut-ku are often preyed upon by larger predators like rathian and najarala. Kut-ku are well known for getting into territorial conflicts with the extremely aggressive yian garuga.

Sometimes a garuga will take over a kut-ku's territory and even kill the smaller bird wyvern. Female yian garuga will also destroy the eggs of a kut-ku and lay their own eggs in the nest, leaving the kut-ku as a victim of brood parasitism.



Yian Kut-ku

Large wyvern (bird), unaligned

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	6 (-2)

Skills Perception +4
Damage Resistances necrotic
Senses passive Perception 14
Languages —
Challenge 3 (700 XP) **Proficiency** +2

Sensitive Ears. If the yian kut-ku takes thunder damage, or a spell or effect that emits a loud noise *(per the description of the effect)* is used within 60 feet of it, it must succeed on a DC 15 Constitution saving throw or be stunned until the start of its next turn.

Actions

Multiattack. The yian kut-ku makes two attacks: one with its peck and one with its tail.

Body Slam. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 21 (3d12 + 2) bludgeoning damage. If the yian kut-ku moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 6 (1d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Peck. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Tail. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) bludgeoning damage.

Yian Kut-ku

Challenge Rating 3 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Kut-Ku Scale	(A,W)
7-9	4-9	Kut-Ku Carapace	(A,W)
10-11	—	Kut-Ku Webbing	(A)
12-13	10	Splendid Beak	(A,W)
—	11-14	Jumbo Bone	(O)
—	15-16	Screamer Sac	(O)
14-19	—	Kut-Ku Ear	(A,W)
20	17-20	Kut-Ku Auricle	(A,W)

ARMOR MATERIAL EFFECTS
Kut-Ku Scale
You reduce fire damage you take by 3 while you wear this armor.

Kut-Ku Carapace
Well Rested. When you finish a long rest, you gain 5 temporary hit points for 24 hours while attuned to this armor.

Kut-Ku Webbing
You have a +2 bonus to History checks while you wear this armor.

Splendid Beak
Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Kut-Ku Ear
As a bonus action, you can conjure a horn in the shape of the Kut-Ku's ear. When held up to your ear, this horn suppresses the effects of the deafened condition on you, allowing you to hear normally.

Kut-Ku Auricle
When you make a skill check while wearing this armor, you can use your reaction to gain advantage on it. Once you use this property, you can't use it again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Kut-Ku Scale
You can use this weapon to make pink colored marks on any surface. The marks fade away in 24 hours.

Kut-Ku Carapace
This weapon cannot be detected by the *detect magic* spell unless the caster touches the weapon.

Splendid Beak
This weapon is so finely constructed it never needs maintenance, cannot rust or tarnish, and gains a +1 to damage rolls.

Kut-Ku Ear
While touching this weapon you can speak its command phrase: *"The limits of my language are the limits of my world"* to gain proficiency in any language of your choice for 24 hours. Once you use this property, you can't use it again until the next day.

Kut-Ku Auricle
While attuned to this weapon, you can use a bonus action to exhale fire at a target within 15 feet of you. The target must make a DC 13 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. Once used, this property cannot be used again until you finish a long rest.

OTHER MATERIAL EFFECTS

Jumbo Bone
Uncommon armor upgrade material.

Screamer Sac
A crafting material used to make sonic bombs.

Blue Yian Kut-ku

Although they are usually smaller than their pink counterparts, the blue yian kut-ku are stronger and more aggressive. They are covered in an indigo carapace, and blue streaks can be found on its beak and ears. Although the blue yian kut-ku are stronger than the normal variation, they are still pretty low in the food chain. Though still weak, blue yian kut-Ku are known to occasionally scare away yian Kut-Ku. When not being preyed upon by large predators, blue yian kut-Ku feed on insects, honey, and nuts.

Blue yian kut-Ku are very cautious and wary creatures that are easily startled by sudden loud noises. When undisturbed, these monsters spend their day foraging for food, but if confronted they will flare out their ears and spread their wings while making loud shrieks.

Blue Yian Kut-ku

Large wyvern (bird), unaligned

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Str +6, Wis +5
Skills Perception +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 15
Languages -
Challenge 5 (1,800 xp) **Proficiency** +3

Flyby. The yian kut-ku doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Sensitive Ears. If the yian kut-ku takes thunder damage, or a spell or effect that emits a loud noise *(per the description of the effect)* is used within 60 feet of it, it must succeed on a DC 15 Constitution saving throw or be stunned until the start of its next turn.

Actions

Multiattack. The yian kut-ku makes two Peck attacks and one Tail attack.

Body Slam. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit* 22 (3d12 + 3) bludgeoning damage. If the yian kut-ku moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 19 (3d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Peck. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit* 12 (2d8 + 3) piercing damage.

Tail. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit* 14 (2d10 + 3) bludgeoning damage.

Fireball (recharge 5-6). The yian kut-ku exhales a fireball to a point within 60 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save or half as much damage on a successful one.

Blue Yian Kut-ku

Challenge Rating 5 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Blue Kut-Ku Scale	(A,W)
7-9	4-9	Blue Kut-Ku Carapace	(A,W)
10-11	—	Blue Kut-Ku Webbing	(A)
12-13	10	Giant Beak	(A,W)
—	11-14	Monster Bone+	(O)
—	15-16	Blue Inferno Sac	(A,W)
14-19	—	Kut-Ku Ear	(A,W)
20	17-20	Blue Kut-Ku Auricle	(A,W)

ARMOR MATERIAL EFFECTS

Blue Kut-Ku Scale
You reduce fire damage you take by 3 while you wear this armor.

Blue Kut-Ku Carapace
While you are attuned to this armor, you and your equipment suffer no ill effects from Strong Winds.

Blue Kut-Ku Webbing
You have a +2 bonus to History checks while you wear this armor.

Giant Beak
Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Blue Inferno Sac
While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Kut-Ku Ear
As a bonus action, you can conjure a horn in the shape of the Kut-Ku's ear. When held up to your ear, this horn suppresses the effects of the deafened condition on you, allowing you to hear normally.

Blue Kut-Ku Auricle
When you make a skill check while wearing this armor, you can use your reaction to gain a +2 bonus to the check. You can use this property twice, regaining all expended uses after you finish a long rest.

WEAPON MATERIAL EFFECTS

Blue Kut-Ku Scale
The bearer can use this weapon to make indigo colored marks on any surface. The marks will fade away in 24 hours.

Blue Kut-Ku Carapace *(Spellcaster Only)*
While you are attuned to this weapon, you can use an action to cast the *scorching ray* spell from it. Once you use this property, you can't use it again until you finish a long rest.

Giant Beak
When you cast a spell that deals fire damage, you increase the spell save DC by 1.

Blue Inferno Sac
Your weapon deals an extra 1d4 fire damage.

Kut-Ku Ear
While touching this weapon you can speak its command phrase: *"The limits of my language are the limits of my world"* to gain proficiency in any language of your choice for 24 hours. Once you use this property, you can't use it again until the next day.

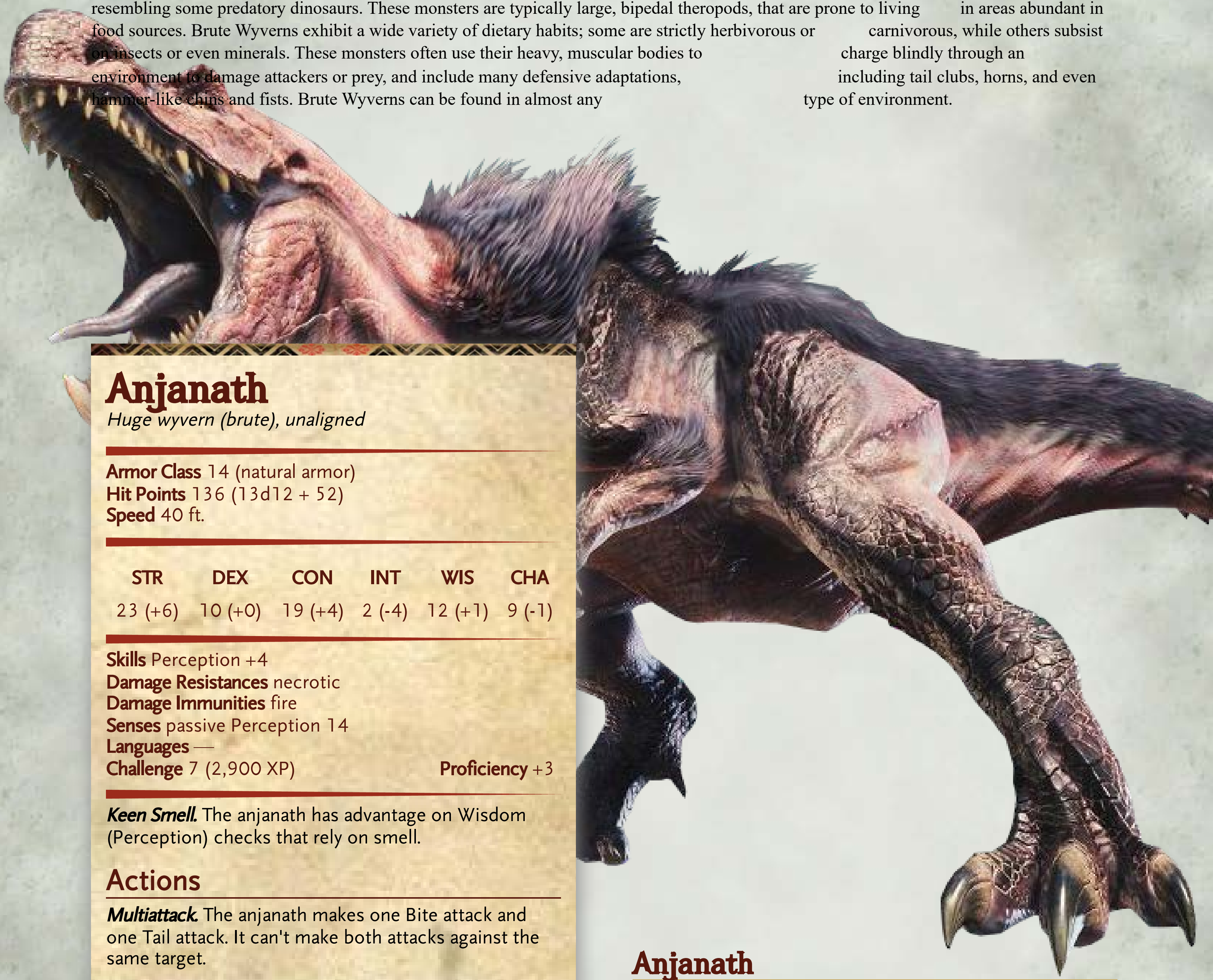
Blue Kut-Ku Auricle
While attuned to this weapon, you can use a bonus action to exhale fire at a target within 15 feet of you. The target must make a DC 14 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. Once used, this property cannot be used again until you finish a long rest.

OTHER MATERIAL EFFECTS

Monster Bone+
Rare weapon upgrade material

Brute Wyverns

Brute Wyverns are considered to be Wyverns that are adapted to complete life on land, even sometimes being called Theropods from greatly resembling some predatory dinosaurs. These monsters are typically large, bipedal theropods, that are prone to living in areas abundant in food sources. Brute Wyverns exhibit a wide variety of dietary habits; some are strictly herbivorous or carnivorous, while others subsist on insects or even minerals. These monsters often use their heavy, muscular bodies to charge blindly through an environment to damage attackers or prey, and include many defensive adaptations, including tail clubs, horns, and even hammer-like chins and fists. Brute Wyverns can be found in almost any type of environment.



Anjanath

Huge wyvern (brute), unaligned

Armor Class 14 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4
Damage Resistances necrotic
Damage Immunities fire
Senses passive Perception 14
Languages —
Challenge 7 (2,900 XP) **Proficiency** +3

Keen Smell. The anjanath has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The anjanath makes one Bite attack and one Tail attack. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage plus 5 (1d10) fire damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the anjanath can't bite another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Firebreath (Recharge 5-6). The anjanath exhales fire in a 60-foot line that is 5 ft. wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 27 (5d10) fire damage on a failed save, or half as much damage on a successful one.

Anjanath

Anjanath has a pink face, somewhat resembling a Vulture, along with pink scales covering its underbelly. Its hind legs are powerful and muscular, while its front limbs are much smaller and mostly useless. Black proto-feathers cover Anjanath's back, front limbs, and legs, which give it an appearance similar to the most recent depictions of some theropod dinosaurs like T-rex.

Anjanath has powerful jaws that allow it to rip apart foes, along with a powerful nose used for smelling out prey. It also has the ability to breath fire from its maw.

Anjanath are relentless predators that will chase down anything that dares attack them. Once they've been provoked, Anjanath won't let an enemy get away easily. They are known to leave behind a mucus-like substance in order to mark its territory.

Anjanath

Challenge Rating 7 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Anjanath Pelt	(A,W)
6-10	6-10	Anjanath Scale	(A)
11-13	—	Anjanath Fang	(A,W)
14-16	11-14	Anjanath Nosebone	(A,W)
17-19	15-16	Anjanath Tail	(A,W)
—	17-19	Flame Sac	(A,W)
20	20	Anjanath Plate	(A,W)

ARMOR MATERIAL EFFECTS

Anjanath Pelt
Marathon Runner. While wearing this armor, your walking speed increases by 5 feet.

Anjanath Scale
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Anjanath Fang
When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing a blinding white flame to erupt from your mouth before the attack hits or misses. An attacker that can't be blinded is immune to this property. You can use this property two times. You regain all expended uses when you finish a long rest.

Anjanath Nosebone
While you wear this armor, you can pass a Constitution saving throw you otherwise would have failed. Once used, this property can't be used again until you finish a long rest.

Anjanath Tail *(Spellcaster Only)*
This armor has 2 runes, which it regains daily at dawn. You can expend a rune to cast the *hellish rebuke* spell from it.

Flame Sac
While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Anjanath Plate
You have resistance to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Anjanath Pelt
While you are holding this weapon, you can use an action to make this weapon deal fire damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have finished a long rest. You can use another action to end the effect before the duration expires.

Anjanath Fang *(Clerics, Druids, and Rangers Only)*
You know the *produce flame* cantrip while attuned to this weapon. If you already know it, you gain a +1 bonus to its spell attack roll.

Anjanath Nosebone *(Bow Only)*
Bow Charge Plus. While attuned to this weapon, you can use your dragonpiercer one additional time between rests and it recharges after a Short or Long rest.

Anjanath Tail *(Bow Only)*
Special Ammo Boost. While attuned to this weapon, your coat arrow now coats up to 20 arrows and your dragonpiercer an extra 1d6 piercing damage.

Flame Sac
When you cast a spell that deals fire damage, it deals an extra 1d4 fire damage.

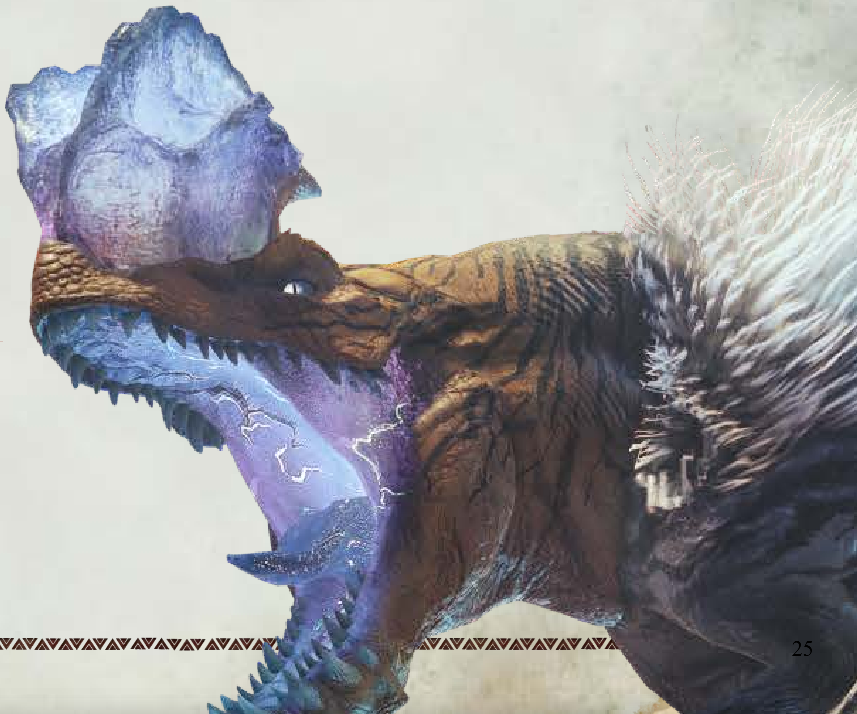
Anjanath Plate *(Gunlance Only)*
Artillery+. While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.

Fulgur Anjanath

Fulgur anjanath retains many of the characteristics the ordinary species is known for, having the general appearance of a predatory dinosaur. However, unlike its counterpart, fulgur anjanath sports a bright white fur on portions of its body, as well as a much brighter, light grey colored hide. Its head is a vibrant orange color. Dark grey stripes cover large portions of fulgur anjanath's body, extending from the head all the way to its tail.

The usually hidden 'wings' are of the same light grey color as the rest of the body on the outside, while having a purplish-blue coloration on the inside, which is adorned by blue crackles of electricity. The nasal crest and inside of fulgur anjanath's mouth are illuminated from the inside by a bright blue light.

Much like the ordinary species, fulgur anjanath uses its powerful jaws and legs to strike down and overpower foes. Its main difference, however, is a unique affinity for the Thunder Element. It generates electric energy with a special organ in its body, utilizing it in combination with its already great physical strength and its mucus is also electrified, allowing fulgur anjanath to hurl it at opponents.



Fulgur Anjanath

Huge wyvern (brute), unaligned

Armor Class 17 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	3 (-4)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +11, Cha +4
Skills Perception +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks.
Damage Immunities lightning
Senses passive Perception 16
Languages —
Challenge 15 (13,000 XP) **Proficiency** +5

Keen Smell. The anjanath has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the anjanath moves at least 15 feet. straight toward a creature and then hits it with a Stomp attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the anjanath can make one Bite attack against it as a bonus action.

Actions

Multiattack. The anjanath makes one Bite attack and one Stomp attack. It can't make both attacks against the same target. It can replace any of these attacks with an Electric Snot attack.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage plus 5 (1d10) lightning damage. If the target is a Medium or smaller creature, it is Grappled (escape DC 20). Until this grapple ends, the target is restrained, and the anjanath can't bite another target.

Electric Snot. *Ranged Weapon Attack:* +12 to hit, range 20/60 ft., one target. *Hit:* 22 (4d10) lightning damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 5 (1d10) lightning damage and each creature within 5 feet of the target, must make a DC 19 Dexterity saving throw, taking 5 (1d10) lightning damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Lightning Charge (Recharge 5-6). The anjanath moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the anjanath moves through must make a DC 20 Dexterity saving throw, taking 17 (3d6 + 7) bludgeoning damage plus 28 (6d8) lightning damage and be knocked prone on a failed save, or half as much damage on a successful one and is not knocked prone.

Legendary Actions

The anjanath can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The anjanath regains spent legendary actions at the start of its turn.

Attack. The anjanath makes a Tail attack or an Electric Snot attack.

Detect. The anjanath makes a Wisdom (Perception) Check.

Move. The anjanath moves up to its speed without provoking opportunity attacks.

Fulgur Anjanath

Challenge Rating 15 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Fulgur Anjanath Thickfur	(A,W)
6-10	6-10	Fulgur Anjanath Shard	(A)
11-13	—	Fulgur Anjanath Hardfang	(A,W)
14-16	11-14	Heavy Fulgur Anjanath Nosebone	(A,W)
17-19	15-16	Fulgur Anjanath Lash	(A,W)
—	17-19	Lightning Sac	(A,W)
20	20	Fulgur Anjanath Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Fulgur Anjanath Thickfur
Item Prolonger+. Whenever you use a consumable item that has a duration, its duration is increased by an additional 12 seconds.

Fulgur Anjanath Shard
Resuscitate. You have advantage on Dexterity saving throws if you are suffering from a condition.

Fulgur Anjanath Hardfang
You have advantage on saving throws against being stunned while you wear this armor.

Heavy Fulgur Anjanath Nosebone
While you wear this armor, you can pass a Dexterity saving throw you otherwise would have failed. Once used, this property can't be used again until you finish a long rest.

Fulgur Anjanath Lash
This armor has 2 runes, that it regains daily at dawn. You can expend a rune to cast the *lightning arrow* spell from it.

Lightning Sac
You are immune to lightning damage while you wear this armor.

Fulgur Anjanath Mantle
Flinch Free. While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

WEAPON MATERIAL EFFECTS

Fulgur Anjanath Thickfur

While you are holding this weapon, you can use an action to make this weapon deal lightning damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have finished a long rest. You can use another action to end the effect before the duration expires.

Fulgur Anjanath Hardfang

Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled).* You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Heavy Fulgur Anjanath Nosebone

While attuned to this weapon you can use an action to speak its command word, causing it to expel electric snot at a creature within 60 feet of you. That creature must make a DC 15 Dexterity saving throw, or be covered in the snot for 1 minute or until it uses an action to wipe it away. While covered, the creature takes 1d4 lightning damage whenever it is hit by a melee weapon attack.

You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

Fulgur Anjanath Lash *(Bow Only)*

Special Ammo Boost+1. Your coating now coats up to 25 arrows and your dragonpiercer deals an extra 2d6 piercing damage.

Lightning Sac

Your weapon deals an extra 1d8 lightning damage.

Fulgur Anjanath Mantle

You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals thunder or lightning damage.

Banbaro

Huge wyvern (brute), unaligned

Armor Class 16 (natural armor)
Hit Points 175 (13d12 + 91)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Str +11, Wis +4, Cha +2
Skills Athletics +11, Perception +4
Damage Immunities acid, cold
Senses passive Perception 14
Languages —
Challenge 12 (8,400 XP) **Proficiency** +4

Actions

Multiattack. The banbaro makes one Horn attack and one Hip Check attack. While holding a tree or boulder, it uses its Throw attack in place of its Hip Check.

Hip Check. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.

Horn. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Horn (Requires Tree Trunk). *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. This attack can hit up to two extra creatures within 5 feet of the original target, if it is within the attack's reach, and the attack roll against the original target would hit it.

Horn (Requires Boulder, Recharge 5-6). While holding a boulder in its antlers, the banbaro moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the banbaro moves through must succeed on a DC 19 Dexterity saving throw, taking 26 (3d12 + 7) bludgeoning damage and be knocked prone on a failed save, or half as much damage on a successful one.

Throw (Requires Tree Trunk or Boulder). Ranged Weapon Attack: +11 to hit, range 20/60 ft., one target *Hit:* 10 (3d6) bludgeoning damage and the tree trunk or boulder is destroyed.

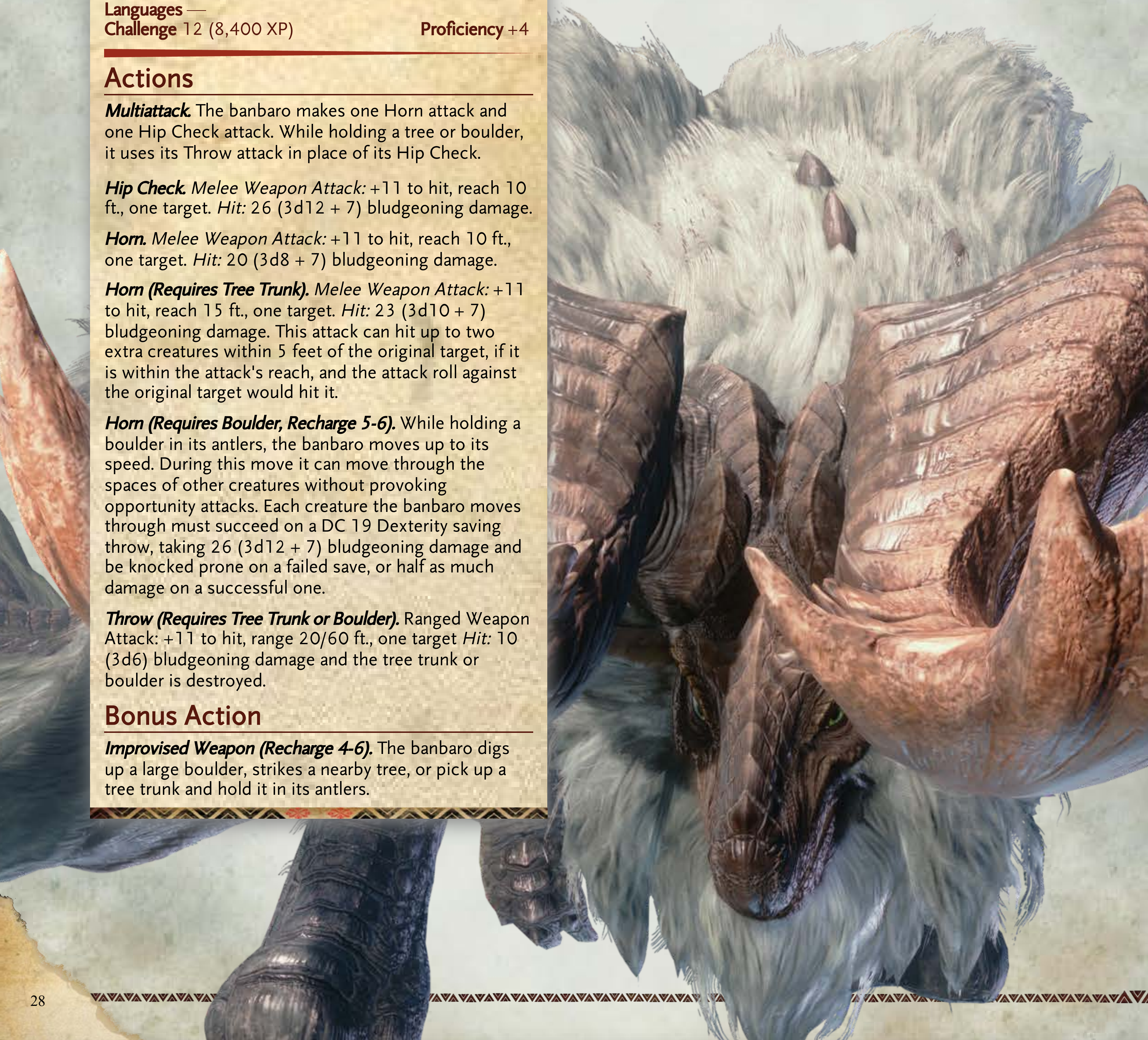
Bonus Action

Improvised Weapon (Recharge 4-6). The banbaro digs up a large boulder, strikes a nearby tree, or pick up a tree trunk and hold it in its antlers.

Banbaro

Banbaro is a large and heavy-set Brute Wyvern. Most of its body is covered in stout white fur, with portions on its head, legs, and arms being covered in gray scales. Its giant horns are its defining characteristic. These stout, pinkish horns end in broad, moose-like antlers. When enraged, a small horn-like projection on its snout folds out.

Banbaro is normally a fairly docile herbivore, but it is territorial and can be aggressive when provoked. In battle, Banbaro charges opponents while digging up soil or fallen trees. Digging up soil allows it to smash the gathered ball in a huge blast of debris that leaves a hindering pile behind, while digging up trees widens the charge's hitbox and can be thrown as projectiles. Digging up volcanic rock causes it to leave trails of lava behind.



Banbaro

Challenge Rating 12 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Banbaro Chine	(A,W)
6-11	6-9	Banbaro Cortex	(A,W)
—	10-12	Dash Extract	(O)
12-14	13-15	Banbaro Great Horn	(A,W)
13-19	16-19	Banbaro Lash	(A,W)
20	20	Banbaro Gem	(A,W)

ARMOR MATERIAL EFFECTS

Banbaro Chine
Transporter. While you are attuned to this armor, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Banbaro Cortex
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Banbaro Great Horn
You have resistance to cold damage while you wear this armor.

Banbaro Lash
Health Boost. While wearing this armor, your hit point maximum increases by 1 for each character level you have.

Banbaro Gem
Mushroomancer+. While wearing this armor you can digest mushrooms that would otherwise be inedible and gain its advantageous effects. The more banbaro materials equipped in your armor or trinkets, the more mushrooms you can eat.

1 banbaro material.

- Blue Mushroom, *Restores a 2d4 hit points.*
- Toadstool, *You regain 2 hit point at the start of each of your turns for 1 minute.*

2 banbaro material.

- Nitroshroom, *An ability score of your choice increases by +2 for 1 minute (to a maximum of 20).*
- Parashroom, *Your AC becomes 14 + your Dexterity modifier for the next 8 hours.*

3 banbaro material.

- Chaos Mushroom, *You are poisoned for 1 hour, and gain 5 temporary hit points per character level for the next 10 minutes.*
- Bindshroom, *Your speed increases by 15 feet for 1 hour.*
- Exciteshroom, *Provides one of the other mushroom effects, roll a d6 to see which one:*

1. *Blue Mushroom*
2. *Toadstool*
3. *Nitroshroom*
4. *Parashroom*
5. *Chaos Mushroom*
6. Bindshroom

WEAPON MATERIAL EFFECTS

Banbaro Chine
Your weapon deals an extra 1d6 cold damage.

Banbaro Cortex
You are proficient with improvised weapons while attuned to this weapon.

Banbaro Great Horn
While attuned to this weapon, you can cast the *catapult* spell at 2nd level from it. Once you use this property, you can't use it again until you finish a long rest.

Banbaro Lash *(Greatsword & Lance Only)*
Offensive Guard. Whenever you use a reaction that increases your AC, the next attack you make with that weapon deals extra damage equal to the bonus AC the reaction provided.

Banbaro Gem
Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

OTHER MATERIAL EFFECTS

Dash Extract
Crafting material for mega dash juice.

Brachydios

Brachydios are easily identifiable by their glowing, green slime-covered horns and "fists," as well as their shiny, armored hide covered in many plates and ridges that are made of obsidian. Unlike other Brute Wyverns, Brachydios sports a pair of long, highly developed forelimbs that it uses as its primary means of defense. Brachydios' forelimbs and horn seem to secrete a mysterious slime.

A Brachydios "primes" this mucus to explode with its saliva, hence why it licks its arms, making it appear brighter green. Despite initial appearances, Brachydios does possess claws on its forearms that are tucked away underneath, and serve no apparent purpose in battle.

The symbiotic slime-mold is easily one of the most unique and defining features of the Brachydios. The theropods armored shell is hardened to protect against the explosive blasts that the mold creates on impact. A Brachydios skin is similar to that of a thermos flask, giving it the ability to withstand both extreme heat and cold. Brachydios body is the only place this mold can survive without turning explosive. When attacking, Brachydios constantly scrapes copious amounts of this mold off of its body, causing it to deplete. However, it seems that the beast's saliva acts as a powerful stimulant, which causes the mold to almost instantly replenish itself.

Brachydios are extremely aggressive creatures and will not hesitate to attack if they feel threatened or challenged. Due to their aggression they are commonly known to invade the territories of other large predators, usurp them, and claim the territory as their own. They will also show no mercy to small monsters. Young Brachydios will live near their parents and their territory, yet the adults will not show any parental care at all. The young will pick up slime mold left behind by adults. However, this can be dangerous as their hides are underdeveloped and can possibly be seriously injured or even killed by the explosions of the slime mold.

Brachydios

Huge wyvern (brute), unaligned

Armor Class 19 (natural armor)
Hit Points 253 (22d12 + 110)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	8 (-1)	9 (-1)	9 (-1)

Saving Throws Str +13, Wis +5
Damage Resistances piercing, slashing
Damage Immunities fire
Senses passive Perception 9
Languages —
Challenge 17 (18,000 XP) **Proficiency** +6

Actions

Multiattack. The brachydios one Horn attack and two Fist attacks.

Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage. plus 3 (1d6) fire damage.

Horn. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 3 (1d6) fire damage.

Chemical Reaction (Recharge 5-6). The brachydios slams its horn into the ground, creating a chain of explosions in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 22 (5d8) fire damage plus 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

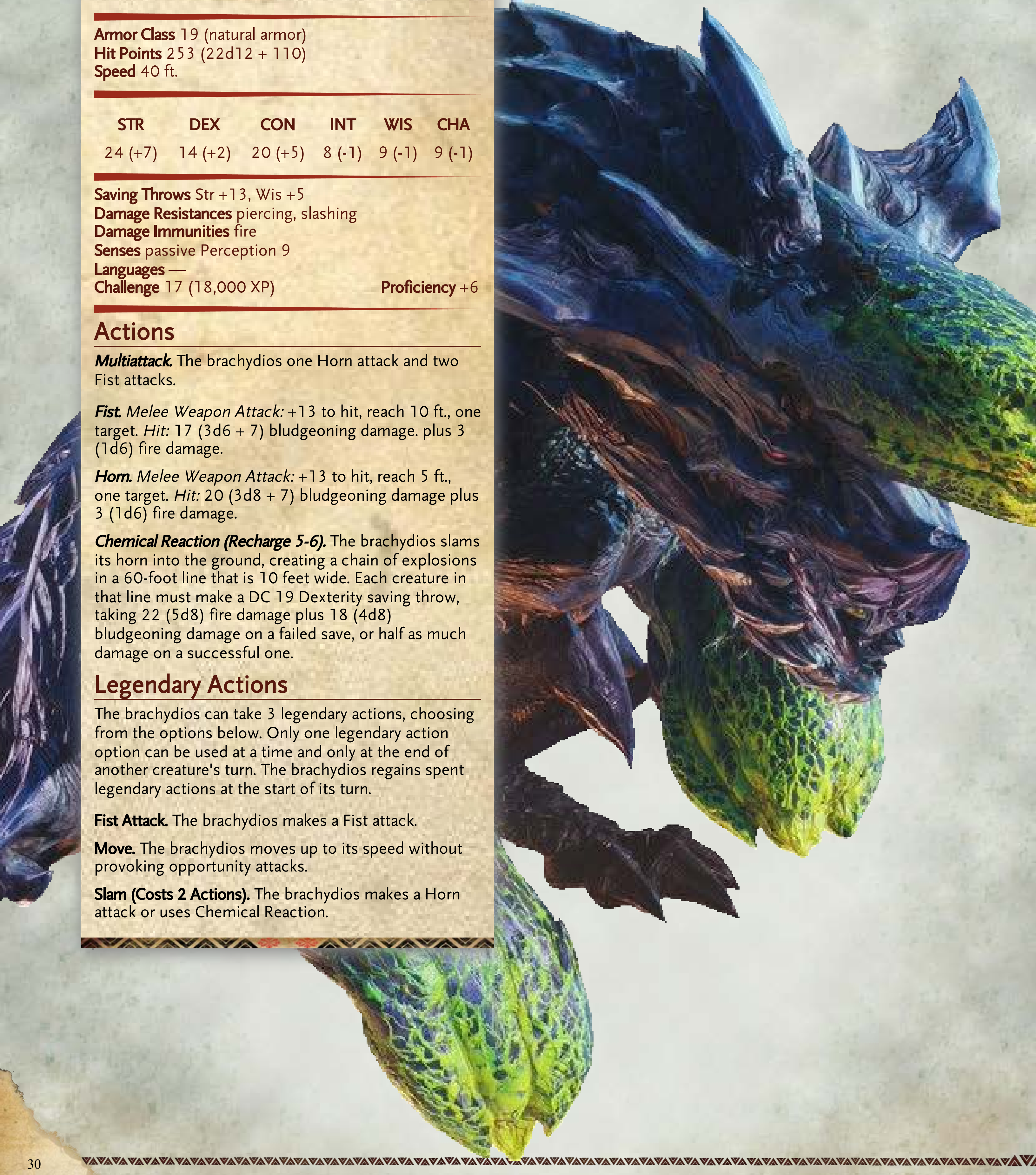
Legendary Actions

The brachydios can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The brachydios regains spent legendary actions at the start of its turn.

Fist Attack. The brachydios makes a Fist attack.

Move. The brachydios moves up to its speed without provoking opportunity attacks.

Slam (Costs 2 Actions). The brachydios makes a Horn attack or uses Chemical Reaction.



Brachydios

Challenge Rating 17 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Brach Carapace	(A,W)
6-8	4-8	Brach Ebonshell	(A)
9-10	9	Mystery Slime	(A,W)
11	10-14	Brach Scalp	(A,W)
12-14	15-16	Brach Tail	(A,W)
15	—	Brach Hammer	(W)
16	—	Brach Marrow	(A,W)
17-19	17-19	Brach Pounder	(W)
20	20	Brach Gem	(A,W)

ARMOR MATERIAL EFFECTS

Brach Carapace
Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Brach Ebonshell
You have resistance to fire damage while wearing this armor.

Mystery Slime *(Requires a shield)*
While you are attuned to this armor, you can use an action to prime your shield. The next time you take damage from a melee attack, fire erupts from the shield and bathes the attacker in flames. The attacker must make a DC 15 Dexterity saving throw or take 4d6 fire damage. On a successful save, the creature takes half of that damage. You can use this property twice, regaining all expended uses on a short or long rest.

Brach Scalp
While attuned to this armor you can cast the *grease* spell (save DC 16). You can use this property three times, regaining all expended uses on a short or long rest.

Brach Tail
While you wear this armor, you can succeed a Constitution saving throw you otherwise would have failed. Once used, this property can't be used again until you finish a long rest.

Brach Marrow
Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

Brach Gem
You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Brach Carapace
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting is a fire spell.

Mystery Slime
Once per turn, when you hit a creature with this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 fire damage for each time you've wounded it, and it can then make a DC 16 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Brach Scalp
While you are attuned to this weapon, whenever a creature attempts to break a grapple with you, you make your skill check with advantage.

Brach Tail
While holding this weapon, you can use a bonus action to cause thick, black oil to coat the weapon. The oil remains for 1 minute or until an Attack using this weapon hits a creature. On hit, the oil ignites and that creature must succeed on a DC 15 Constitution saving throw or take 2d10 fire damage and begins to burn for 1 minute. A creature that is burning must make a DC 15 Constitution saving throw at the start of each of its turns. On a failed save, it takes 1d6 fire damage. On a successful save, the creature is no longer burning. You can use this property a number of times equal to your proficiency modifier, regaining all expended uses when you finish a long rest.

Brach Hammer *(Sorcerer & Wizard Only)*
Bombardier. This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *scorching ray* (2 runes), *Melf's Minute Meteors* (3 runes), or *Wall of Fire* (4 runes). This weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it can't regain any runes for one week.

Brach Marrow
Blast Coat. This material provides one of the following weapon properties depending on which weapon it is placed in:

- *(Bow)* Your blast coating deals an extra 1d6 fire damage.
- *(Dual Repeaters)* When you hit a create with your empowered blaze ammo, it now ignites the terrain in a 5-foot line extending from you to the target. The terrain remains on fire until the start of your next turn. A creature that moves into the fire for the first time on a turn or ends it turn in the flames takes 1d6 fire damage.
- *(Heavy Bowgun)* Your cluster ammo deals an extra 2d6 fire damage.
- *(Light Bowgun)* Your flaming ammo now bypasses a creatures resistance to fire damage.

Brach Pounder *(Light Bowgun Only)*
Rapid Fire. Whenever you use the attack action on your turn using this weapon, you can make a single attack with it as a bonus action.

Brach Gem
Spirit. When fighting a Huge or larger creature, this weapon deals 1d6 extra weapon damage and its crit range is increased by 1.

Raging Brachydios

Theorized to have grown isolated in a special environment, Raging Brachydios is a rare special Brachydios individual that has abnormal activation of its Slime Mold.

Raging Brachydios is a predator capable of taking on and even killing other large predatory monsters, just like Brachydios. In line with their chosen habitat and absurd strength, Raging Brachydios will encounter far more dangerous foes than regular Brachydios, but will fight them and potentially win nonetheless.

Raging Brachydios have many of the same adaptions as Brachydios, however, there is a few differences between them. Raging Brachydios are extremely large compared to normal Brachydios, but are only slightly slower than them. This size difference stems from their advanced age. The main adaption that puts them apart from normal Brachydios is the large amount of slime mold found on their body.

This Ancient slime mold is not only more active then regular slime mold, but also explodes far more violently. This provides Raging Brachydios far more potent explosions that those of its peers. This forces Raging Brachydios to develop its own special Indestructible Ebonshell, to withstand its own explosions, lest it kill itself. This in turn provides it nigh-impenetrable protection from the natural weaponry of nearly all other living creatures.

Lair Actions

On initiative count 20 (losing initiative ties), the brachydios takes a lair action to cause one of the following effects; the brachydios can't use the same effect two rounds in a row:

- The brachydios explodes with rage, sending green slime out in all directions. Choose up to 10 points in the lair that are at least 25 feet from the other points. The slime spreads out in a 15-foot square area centered on each point and explodes when the brachydios' slime does.
- The brachydios sends a chain of explosions at all entrances and exits, causing them to cave in with rock and fire, blocking any simple retreat from the area.
- A 50-foot square area of ground within 120 feet of the brachydios becomes jagged and broken; that area is difficult terrain until initiative count 20 on the next round.

Raging Brachydios

Gargantuan wyvern (brute), unaligned

Armor Class 19 (natural armor)
Hit Points 310 (20d20 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Saving Throws Str +14, Wis +6
Damage Resistances lightning, necrotic, piercing, slashing
Damage Immunities fire
Condition Immunities charmed, frightened, unconscious
Senses passive Perception 9
Languages —
Challenge 22 (41,000 XP) **Proficiency** +7

Detonate. At the start of the brachydios' turn, the slime created by it explodes. Each creature in the slimes area, takes 7 (2d6) fire damage.

Legendary Resistance (3/Day). If the brachydios fails a saving throw, it can choose to succeed instead.

Raging Fury (Recharges after a Short or Long Rest). The first time the brachydios' hit points drop below half of its maximum hit points, it goes into a rage for 1 minute. While raging, it gains a +3 bonus to its AC, has resistance to bludgeoning damage, is vulnerable to cold damage, can't be paralyzed or poisoned, and its slime now Detonates on initiative 20 (losing initiative ties) and at the start of each of its turn.

Actions

Multiattack. The brachydios makes one Horn attack and two Fist attacks.

Fist. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage. plus 7 (2d6) fire damage and green slime covers the terrain in a 5-foot radius around the target (including the target's space).

Horn. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 7 (2d6) fire damage and green slime covers the terrain in a 10-foot radius around the target (including the target's space).

Chemical Reaction (Recharge 5-6). The brachydios slams its horn into the ground and causes a chain of explosions in a 60 foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 22 (5d8) fire damage plus 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The brachydios can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The brachydios regains spent legendary actions at the start of its turn.

Fist Attack. The brachydios makes a Fist attack.

Move. The brachydios moves up to its speed without provoking opportunity attacks.

Slam (Costs 2 Actions). The brachydios makes a Horn attack or uses Chemical Reaction.

Raging Brachydios

Challenge Rating 22 **Carves/Capture** 3

Carve Chance	Material	Slots
1-5	Indestructible Ebonshell	(A,W)
6-9	Flashpoint Slime	(A,W)
10-12	Brachydios Lash	(A,W)
13-15	Brach Obliterator	(A,W)
16	Immortal Reactor	(A,W)
17-18	Brach Warhead	(A,W)
19-20	Brachydios Pallium	(A,W)

ARMOR MATERIAL EFFECTS

Indestructible Ebonshell
Handicraft+3. For 24 hours, you gain proficiency with three artisan tools of your choice each dawn.

Flashpoint Slime *(Requires a shield)*
While you are attuned to this armor, you can use an action to prime your shield. The next time you take damage from a melee attack, fire erupts from the shield and bathes the attacker in flames. The attacker must make a DC 17 Dexterity saving throw or take 5d6 fire damage on a failed save, or half as much damage on a successful one. You can use this property twice, regaining all expended uses on a short or long rest.

Brachydios Lash
Adrenaline. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.

Brach Obliterator *(Lance & Greatsword Only)*
Your Guard AC bonus now lasts until the start of your next turn and you cannot be knocked prone.

Immortal Reactor
Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

Brach Warhead
You are immune to fire damage while you wear this armor.

Brachydios Pallium
Iron Wall+. You have a +3 bonus to your armor class while you wear this armor.

WEAPON MATERIAL EFFECTS

Indestructible Ebonshell
Speed Sharpening. You can spend 1 minute sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.

Flashpoint Slime *(Gunlance Only)*
Artillery+2. While attuned to this weapon, your wyvernfire can now be used three times per long rest and you can add your Strength or Dexterity modifier to the damage of your shell attacks.

Brachydios Lash
Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled)*. You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Brach Obliterator
Bombardier+. The weapon has 12 runes, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *aganazzar's scorcher* (2 runes), *heat metal* (2 runes), *scorching ray* (2 runes), *melf's minute meteors* (3 runes), *wall of fire* (4 runes), *delayed blast fireball* (7 runes). The weapon regains 1d8 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Immortal Reactor
Brawn. While you are attuned to this weapon, it you gain the following effects:

- Once per turn when a creature must succeed on a saving throw or become stunned by the effect of one of your weapon attacks, it makes its save with disadvantage.
- Once per turn when you hit a creature with this weapon, it must make a DC 12 Constitution saving throw or gain one level of exhaustion. A creature cannot gain more than 2 levels of exhaustion from this weapon's property.

Brach Warhead
Blast Coat. This material provides one of the following weapon properties depending on which weapon it is placed in:

- *(Bow)* Your blast coating deals an extra 1d6 fire damage.
- *(Dual Repeaters)* When you hit a create with your empowered blaze ammo, it now ignites the terrain in a 5-foot line extending from you to the target. The terrain remains on fire until the start of your next turn. A creature that moves into the fire for the first time on a turn or ends it turn in the flames takes 1d6 fire damage.
- *(Heavy Bowgun)* Your cluster ammo deals an extra 2d6 fire damage.
- *(Light Bowgun)* Your flaming ammo now bypasses a creatures resistance to fire damage.

Brachydios Pallium
Spirit+. When fighting a Huge or larger creature, this weapon deals 1d8 extra weapon damage and its crit range is increased by 2.

Barroth

Barroth is a large, bipedal monster characteristic of the Brute Wyvern class. It is noted for the large crown structure atop its skull, which houses its nostrils. Its body is covered in rigid plates of armored hide that help protect it from the harsh desert environment. Barroth possesses a pair of small red eyes and a mouthful of long, peg-shaped teeth.

Barroth is capable of using its heavy head as a plow to smash through the environment, as well as cause damage to any living thing caught in its way. Because its nostrils are located on top of its head, Barroth can completely submerge itself in the cool mud during the scorching desert days.

It will occasionally roll in dirt and mud, possibly to cool off from the hot desert sun. Although docile by default, Barroth becomes extremely territorial when disturbed. It will release an initial warning roar. If that fails, it will continuously attack until the threat is exterminated. An insectivore, it is known to attack Altaroth nests in order to feast on the occupants inside.

Barroth is uniquely adapted to a desert lifestyle, and as such can almost exclusively be found in such regions, although it has been known to wander into the woods occasionally.

Barroth

Large wyvern (brute), unaligned

Armor Class 16 (18 with Wallow)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	6 (-2)	4 (-3)

Skills Perception +0
Damage Resistances acid
Damage Immunities lightning
Senses passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency** +2

Actions

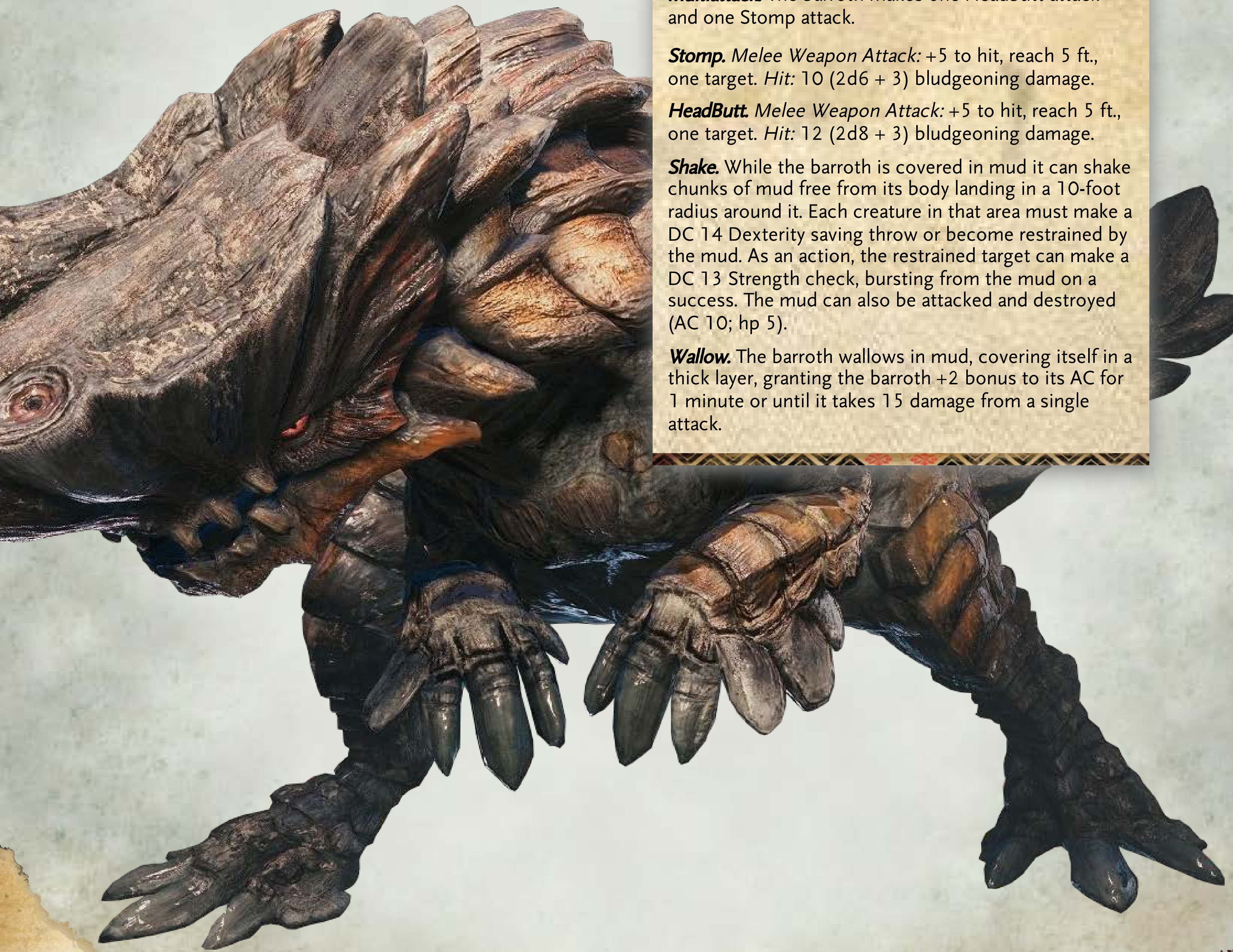
Multiattack. The barroth makes one Headbutt attack and one Stomp attack.

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

HeadButt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Shake. While the barroth is covered in mud it can shake chunks of mud free from its body landing in a 10-foot radius around it. Each creature in that area must make a DC 14 Dexterity saving throw or become restrained by the mud. As an action, the restrained target can make a DC 13 Strength check, bursting from the mud on a success. The mud can also be attacked and destroyed (AC 10; hp 5).

Wallow. The barroth wallows in mud, covering itself in a thick layer, granting the barroth +2 bonus to its AC for 1 minute or until it takes 15 damage from a single attack.



Barroth

Challenge Rating 4 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Fertile Mud	(A,O)
4-8	4-8	Barroth Ridge	(A,W)
9-11	9-13	Barroth Shell	(A,W)
12-15	14-17	Barroth Claw	(W)
16-19	18-19	Barroth Scalp	(A,W)
20	20	Barroth Gem	(A,W)

ARMOR MATERIAL EFFECTS

Fertile Mud
You do not suffer from difficult terrain in muddy or swamp terrain while wearing this armor.

Barroth Ridge
Whenever you make a saving throw against the stunned condition, you do so with a +2 bonus.

Barroth Shell
Geologist. When you successfully gather a mining resource, you instead gather 2.

Barroth Scalp
Marathon Runner. While wearing this armor, your walking speed increases by 5 feet.

Barroth Gem
Guard. You cannot be pushed or knocked backwards while you wear this armor.

WEAPON MATERIAL EFFECTS

Barroth Ridge
Bow Charge Plus. While attuned to this weapon, you can use your dragonpiercer one additional time between rests and it recharges after a Short or Long rest.

Barroth Shell
When you hit a creature with this weapon, it must succeed on a DC 13 Constitution saving throw or become afflicted by waterblight for 1 minute. The creature can repeat its saving throw at the end of its turn, ending the effect on a success.

Barroth Claw
Stamina Drain. When you hit a creature with this weapon, its speed is reduced by 5 feet until the start of your next turn.

Barroth Scalp *(Hammer Only)*
While attuned to this weapon, you can use the Hammer's *Mighty Weapon* skill 1 additional time between rests.

Barroth Gem
You gain +2 AC while attuned to this weapon, but your critical hits no longer deal extra damage.

OTHER MATERIAL EFFECTS

Fertile Mud
A material that increases the fertility of crops.

Baby Barroth

Small wyvern (brute), unaligned

Armor Class 12 (14 with Wallow)
Hit Points 31 (7d6+7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	4 (-3)	6 (-2)	4 (-3)

Senses passive Perception 8
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Actions

HeadButt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Wallow. The barroth wallows in mud, covering itself in a thick layer, which grants the barroth a +2 bonus to its AC for 1 minute or until it takes 10 damage from a single attack.

Baby Barroth

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-5	Fertile Mud	(A,O)
6-13	B.Barroth Shell	(A,W)
14-19	B.Barroth Ridge	(A)
20	B.Barroth Claw	(W)

ARMOR MATERIAL EFFECTS

Fertile Mud
You do not suffer from difficult terrain in muddy or swamp terrain while wearing this armor.

B.Barroth Shell
You reduce bludgeoning damage you take by 2 while you wear this armor.

B.Barroth Ridge
Whenever you make a saving throw against the stunned condition, you do so with a +1 bonus.

WEAPON MATERIAL EFFECTS

B.Barroth Shell
Your bludgeoning weapon deals an extra 1 bludgeoning damage.

B.Barroth Claw *(Hammer & Lance Only)*
You gain a +1 bonus to your attack rolls if you move 20 feet in a straight line towards a creature without taking damage.

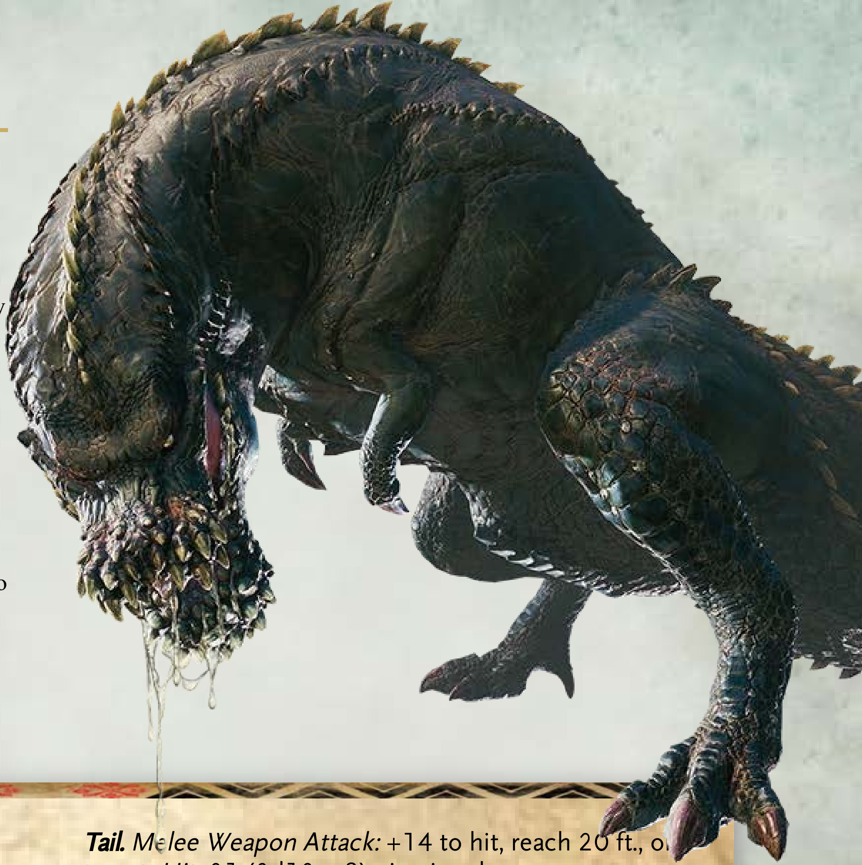
OTHER MATERIAL EFFECTS

Fertile Mud
A material that increases the fertility of crops.

Deviljho

Deviljho is a bipedal Brute Wyvern characterized by its uniform forest green colouration and muscular upper body. Its thick hide is littered with short, jagged spines that reach a maximum height along the back and tail. Deviljho has a narrow snout with a large lower jaw, covered in multiple rows of teeth spreading outwards from the mouth. It has massive, powerful hind legs, but tiny, poorly developed forelegs that it rarely utilizes. Their eyes are small and simple, suggesting their vision is rather poor, but their other senses such as smell can compensate for this. Their tails are long and powerful, but their main feature of note is its breath attack. When provoked, deviljho back and shoulder muscles swell considerably. During this period, areas of its skin will take on a bright red colouration.

Deviljho is a nomadic monster, prone to wandering vast distances in search of prey. Its status as a super-predator allows it to overtake the territory of any monster that stands in its path. Because of the extreme amount of energy its body consumes, deviljho is always in search of food sources. It is known to be cannibalistic, and is also prone to eating prey alive in order to waste as little time as possible in replenishing its energy.



Deviljho

Gargantuan wyvern (brute), unaligned

Armor Class 19 (natural armor)
Hit Points 198 (12d20 + 72)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	23 (+6)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Str +14, Con +12, Wis +8
Skills Athletics +14, Intimidation +5, Perception +8
Condition Immunities charmed, frightened, stunned
Senses passive Perception 18
Languages —
Challenge 18 (20,000 XP) **Proficiency** +6

Legendary Resistance (2/Day). If the deviljho fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The deviljho makes one Body Slam attack and one Bite attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage.

Body Slam. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage and the target must make a DC 22 Strength saving throw or be pushed 10 feet away and knocked prone. If the deviljho moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 11 (2d10) bludgeoning damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., o target. *Hit:* 21 (2d12 + 8) piercing damage.

Swallow. The deviljho makes one Bite attack against a Large or smaller creature that is prone. If the attack hits, the target takes the bite damage, the target is swallowed, and no longer prone. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the deviljho, and it takes 56 (16d6) acid damage at the start of each of the deviljho turns.

If the deviljho takes 40 damage or more on a single turn from a creature inside it, the deviljho must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the deviljho. If the deviljho dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Dragons Breath (Recharge 5-6). The deviljho unleashes a terrible breath in a 45-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 31 (7d8) fire damage plus 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The deviljho can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The deviljho regains spent legendary actions at the start of its turn.

Detect. The deviljho makes a Wisdom (Perception) Check.

Tail Attack. The deviljho makes a Tail attack.

Devour (Costs 2 actions). The deviljho uses Swallow.

Deviljho

Challenge Rating 18 **Carves/Capture** 4

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Deviljho Hide	(A)
5-7	5-8	Deviljho Scale	(A)
8-10	9-11	Deviljho Talon	(W)
11-12	12-14	Deviljho Tallfang	(W)
13-14	—	Deviljho Scalp	(A,W)
15-17	15-18	Deviljho Saliva	(A,W)
18-19	19-20	Deviljho Tail	(A,W)
20	—	Deviljho Gem	(A,W)

ARMOR MATERIAL EFFECTS

Deviljho Hide

Carving Celebrity. While you are attuned to this armor, you can carve a creature of CR 13 or lower 1 extra time.

Deviljho Scale

Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Deviljho Scalp

While you wear this armor, you taste in all directions, and you have advantage on Wisdom (Perception) checks that rely on taste.

Deviljho Saliva

Whenever you make a saving throw against the frightened condition, you do so with advantage.

Deviljho Tail

While you wear this armor, you can use an action, to speak the armor's command word and attempt to swallow either a creature, or object, that is Medium or smaller. An unwilling creature must make a DC 14 Dexterity saving throw to escape the armor's grasp. Once swallowed, the creature or object is transported to a room that exists on a plane of existence found only within the armor. The room is a 10 foot by 10 foot cube, and can hold a single, living creature, and up to 1,000 pounds of objects. There are two windows on one of the walls that peer out, giving vision of the outside world.

For every hour that passes, a creature can attempt to escape by succeeding on a DC 15 Strength saving throw. On a success, the creature is regurgitated, falling prone in a space within 10 feet of you. Also, whenever you take 40 damage or more on a single turn, you must succeed on a DC 16 Constitution saving throw, or regurgitate any swallowed creature and all swallowed objects, which fall prone in a space within 10 feet of you. Speaking the armor's command word again spits out the creature or an object of your choice.

Deviljho Gem

You have resistance to fire and necrotic damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Deviljho Talon

Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled)**. You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Deviljho Tallfang

Partbreaker+2. You deal an extra 1d8 damage when you critically hit with this weapon.

Deviljho Scalp

When you cast a necromancy spell, you gain a +2 bonus to its spell attack roll or increase its spell save DC by 2.

Deviljho Saliva *(Sorcerer & Wizard Only)*

The weapon has 10 runes. You can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *cause fear* (1 rune), *ray of enfeeblement* (2 runes), *ray of sickness* at 3rd level(3 runes), *contagion* (4 runes), or *harm* (6 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it can't regain any runes for one week.

Deviljho Tail

Your weapon deals an extra 1d4 fire damage and an extra 1d4 necrotic damage.

Deviljho Gem

While you are attuned to this weapon, you can speak its command word to exhale a beam of hellfire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 4d6 fire damage and 4d6 necrotic damage on a failed save, or half as much damage on a successful one. Once used, this property cannot be used again until you finish a long rest.

Savage Deviljho

Savage Deviljho are rare special Deviljho individuals that are abnormally old with an extreme hunger. They can be found practically anywhere like then normal deviljho, and easily assert themselves as super predators that rival elder dragons in any conceivable habitat they find themselves in and are challenged by little.

The Savage Deviljho has many of the same adaptations as a normal Deviljho, however, has a few minor differences. Savage Deviljho are noticeably always enraged. This due to being extremely hungry and constantly needing to feed. Their face is covered like a mask of dragon element, giving it a more sinister look and the hide and the blood of savage deviljho is black in color due to the effects of this element.

The savage deviljho is an even more brutal and rabid monster than the ordinary variety due to its unrelenting hunger. The black blood can drive the savage deviljho to such heightened aggression, even causing it to become a 'rogue' killing machine.

With its appearance in the New World, Savage Deviljho's supreme height in the food chain is finally confirmed. The infamous Variant of the World Eater has been seen directly confronting Elder Dragons like Velkhana, Namielle and Blackveil Vaal Hazak, resulting in violent elemental clashes that often end explosively in stalemates. Perhaps even more terrifyingly, the Savage Deviljho's physical prowess has increased to the point which it can feasibly stand against the immensely powerful Elder Dragon Variant Ruiner Nergigante, one which specializes in unyielding physical strength.

Savage Deviljho

Gargantuan wyvern (brute), unaligned

Armor Class 19 (natural armor)
Hit Points 231 (14d20 + 84)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	23 (+6)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Str +15, Con +13, Wis +9, Cha +6
Skills Athletics +15, Intimidation +6, Perception +9
Damage Resistances cold; bludgeoning, slashing, and piercing from nonmagical attacks
Condition Immunities charmed, frightened, stunned
Senses passive Perception 19
Languages —
Challenge 22 (41,000 XP) **Proficiency** +7

Legendary Resistance (3/Day). If the deviljho fails a saving throw, it can choose to succeed instead.

Magic Resistance. The deviljho has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The deviljho makes one Body Slam attack and one Bite attack.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage. If the target is wearing any nonmagical metal armor it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Body Slam. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage and the target must make a DC 23 Strength saving throw or be pushed 10 feet away and knocked prone. If the deviljho moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 11 (2d10) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage.

Swallow. The deviljho makes one Bite attack against a Large or smaller creature that is prone. If the attack hits, the target takes the bite damage, the target is swallowed, and no longer prone. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the deviljho, and it takes 56 (16d6) acid damage at the start of each of the deviljho turns.

If the deviljho takes 40 damage or more on a single turn from a creature inside it, the deviljho must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the deviljho. If the deviljho dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Dragons Breath (Recharge 5-6). The deviljho unleashes a terrible breath in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 31 (7d8) fire damage plus 49 (11d8) necrotic damage and is afflicted with dragonblight for 1 minute on a failed save, or half as much damage and isn't afflicted with dragonblight on a successful one. The afflicted target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Legendary Actions

The deviljho can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The deviljho regains spent legendary actions at the start of its turn.

Move. The deviljho moves up to half its speed.

Tail Attack. The deviljho makes a Tail attack.

Chomp (Costs 2 actions). The deviljho makes one bite attack or uses Swallow.

Savage Deviljho

Challenge Rating 22 **Carves/Capture** 6

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Savage Hide	(A)
5-7	5-8	Savage Scale	(A)
8-10	9-11	Savage Talon	(W)
11-12	12-14	Savage Tallfang	(W)
13-14	—	Savage Scalp	(A,W)
15-17	15-18	Savage Saliva	(A,W)
18-19	19-20	Savage Tail	(A,W)
20	—	Savage Gem	(A,W)

ARMOR MATERIAL EFFECTS

Savage Hide
Carving Celebrity+. While you are attuned to this armor, you can carve a creature of CR 15 or lower 1 extra time.

Savage Scale
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Savage Scalp
While you wear this armor, you taste in all directions, and you have advantage on Wisdom (Perception) checks that rely on taste.

Savage Saliva
You cannot be frightened while you wear this armor.

Savage Tail
While you wear this armor, you can use an action, to speak the armor's command word and attempt to magically swallow either a creature, or object, that is Medium or smaller. An unwilling creature must make a DC 14 Dexterity saving throw to escape the armor's grasp. Once swallowed, the creature or object is transported to a room that exists on a plane of existence found only within the armor. The room is a 10 foot by 10 foot cube, and can hold a single, living creature, and up to 1,000 pounds of objects. There are two windows on one of the walls that peer out, giving vision of the outside world.

For every hour that passes, a creature can attempt to escape by succeeding on a DC 15 Strength saving throw. On a success, the creature is regurgitated, falling prone in a space within 10 feet of you. Also, whenever you take 40 damage or more on a single turn, you must succeed on a DC 16 Constitution saving throw, or regurgitate any swallowed creature and all swallowed objects, which fall prone in a space within 10 feet of you. Speaking the armor's command word again spits out the creature or an object of your choice.

Savage Gem
You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Savage Talon
Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled)*. You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Savage Tallfang
Partbreaker+3. You deal an extra 1d10 damage when you critically hit with this weapon.

Savage Scalp
When you cast a necromancy spell, you gain a +3 bonus to its spell attack roll or increase its spell save DC by 2.

Savage Saliva *(Sorcerer & Wizard Only)*
The weapon has 10 runes. You can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *cause fear* (1 rune), *ray of enfeeblement* (2 runes), *ray of sickness* at 3rd level(3 runes), *contagion* (4 runes), or *harm* (6 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it can't regain any runes for one week.

Savage Tail
Your weapon deals an extra 1d6 fire damage and an extra 1d6 necrotic damage.

Savage Gem
While you are attuned to this weapon, you can speak its command word to exhale a beam of hellfire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage and 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one. Once used, you can't use this property again until you finish a long rest.

Duramboros

Huge wyvern (brute), unaligned

Armor Class 16 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances acid; piercing from nonmagical attacks
Senses passive Perception 10
Languages —
Challenge 9 (5,000 XP) **Proficiency** +4

High Jump. The duramboros high jump is up to 20 feet, without a running start. In addition, the duramboros does not provoke opportunity attacks while jumping.

Jump Attack. When the duramboros hits a creature with a Tail attack immediately after it lands from a jump of 20 feet or higher, it can force each creature within 5 feet of the target to make a DC 19 Dexterity saving throw, taking the same damage as the target on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The duramboros makes one Horn attack and one Tail attack. It can't make both attacks against the same target.

Horn. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

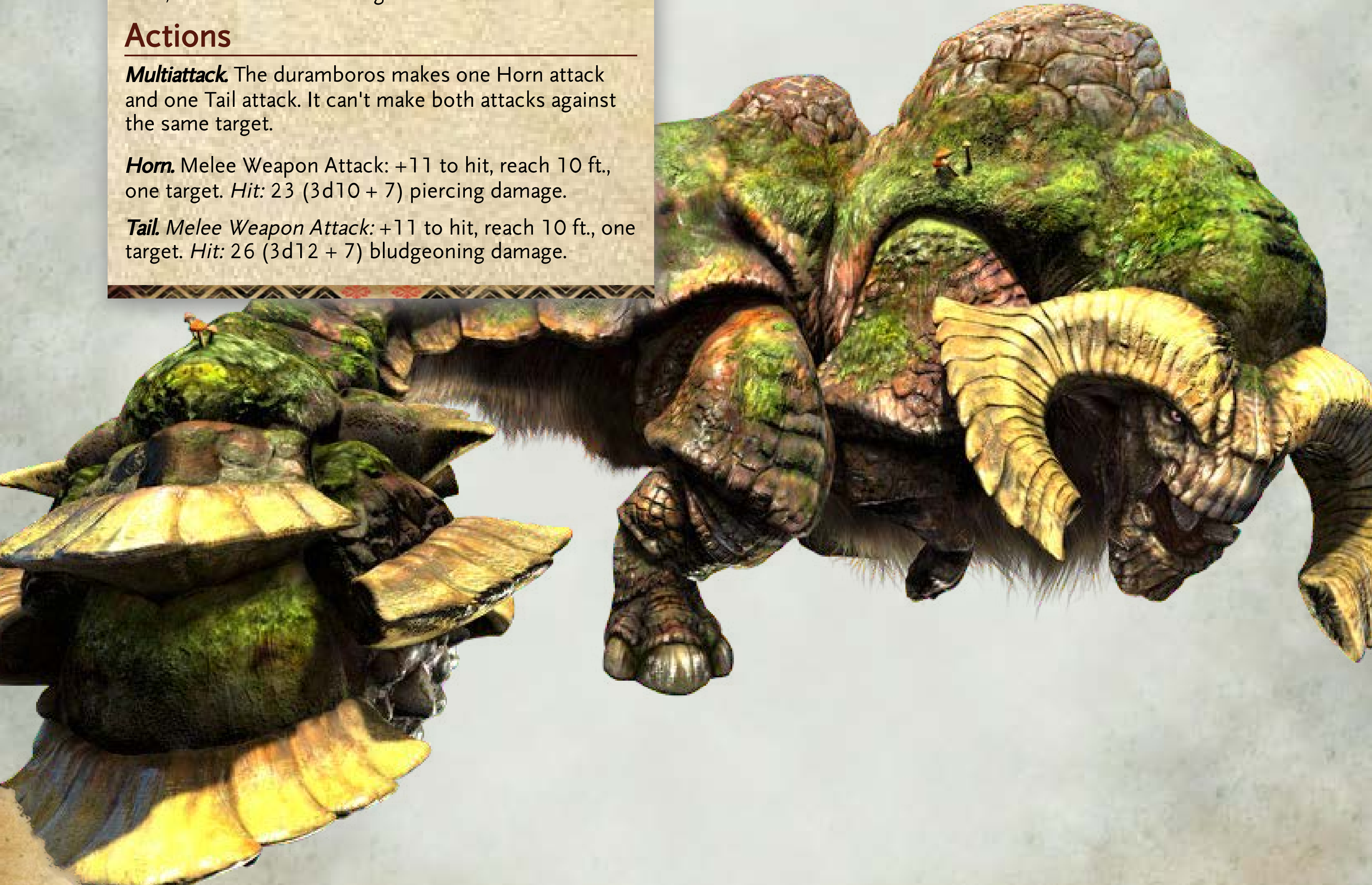
Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.

Duramboros

Duramboros is a bulky, heavyset, bovine monster with stocky, muscular legs and a thick upper body. It features a very thick outer hide that is riddled with heavy folds, with a row of armored plates running along its back and tail. Duramboros' most distinctive features include its massive tail club, twin brow horns, and a pair of energy-rich dorsal humps. Duramboros' slow lifestyle often results in a layer of moss and algae growing upon its hide, most noticeably along the back.

Duramboros is a herbivore, subsisting primarily on fallen tree trunks. Using its ram-like pair of horns, as well its hammer-like tail club, it is known to push or knock down weak or dead trees in order to comfortably feed on them. Though generally docile, Duramboros has a capacity for aggression if provoked. It is known to use its tail club, horns, and overall mass to attack foes. One of its most unique tendencies is to twirl in place, using its tail club as a counter-balance to build up momentum, allowing it to hurl itself at an attacker and crush them with its body.

Due to its diet, Duramboros is most commonly encountered in highly forested areas.



Duramboros

Challenge Rating 9 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Duram Carapace	(W)
8-12	4-9	Hard Mossplate	(A,W)
13-14	10-13	Duramboros Hump	(A)
15-17	14-16	Duram Tailcase	(W)
18-19	17-19	Duramboros Horn	(A,W)
20	20	Duram Sacrum	(A,W)

ARMOR MATERIAL EFFECTS

Hard Mossplate
While you are attuned to this armor, you can use your reaction to grant yourself advantage on any Acrobatics check. Once used, you can't use it again until you finish a short or long rest.

Duramboros Hump
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to piercing damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Duramboros Horn
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to slashing damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Duram Sacrum
You have resistance to acid damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Duram Carapace
Partbreaker. You deal an extra 1d4 damage when you critically hit with this weapon.

Hard Mossplate
FastCharge. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 1 charge, spirit, or phial charge.

Duram Tailcase *(Hammer Only)*
Blunt. While you are attuned to this weapon, your save DC for your mighty weapon property is increased by 3.

Duramboros Horn
Shotplus. Your normal ammo deals an extra 2 damage.

Duram Sacrum *(Ranged Weapon Only)*
Deadeye+. Your weapon's normal attack range is doubled.

Glavenus

Glavenus is a large Brute Wyvern with dark red scales covering its body. Two rows of blue, bony plates run along its back, going from the eyes to the tail. Its underside is more of a cream color. The main feature of Glavenus's physiology is its huge, sword-like tail. The tail has originally the same color as its back plates, although it will turn a rusty color or a fiery red during the battle. Its hind legs are powerful and muscular, while its front legs are much smaller and mostly useless. The face and mandibles are covered in sturdy plating, particularly resembling a Carnotaurus ' head.

Glavenus' most striking feature is its blade-like tail. The blade-like tail is used in many ways by Glavenus such as keeping the body balanced but its primary use is for attacking. This tail can cut prey in two with a single slash, crack the ground easily, and even block some attacks. Though its tail is already a powerful weapon, it can become more dangerous once heated up. By grinding its tail on the ground or nearby hard surfaces violently, it can ignite the tail, heating it up to high temperatures. While its tail is heated all of its tail-based attacks become more deadly, also allowing it to cut through objects much more easily.

Glavenus are relentless and aggressive predators. Glavenus oftens drags its tail across the ground and roars at the foe. This shows the enemy that it uses fire as a weapon in an attempt to scare them off. Not only are they considered one of the strongest Brute Wyverns, they are even believed to be the smartest ones around. Their territory is commonly marked by large gashes on the ground, produced when they scrape their tails along solid objects.

Glavenus

Huge wyvern (brute), unaligned

Armor Class 18 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Str +12, Con +10, Cha +5
Skills Perception +6
Damage Resistance fire
Senses passive Perception 16
Languages —
Challenge 13 (10,000 XP) **Proficiency** +5

Actions

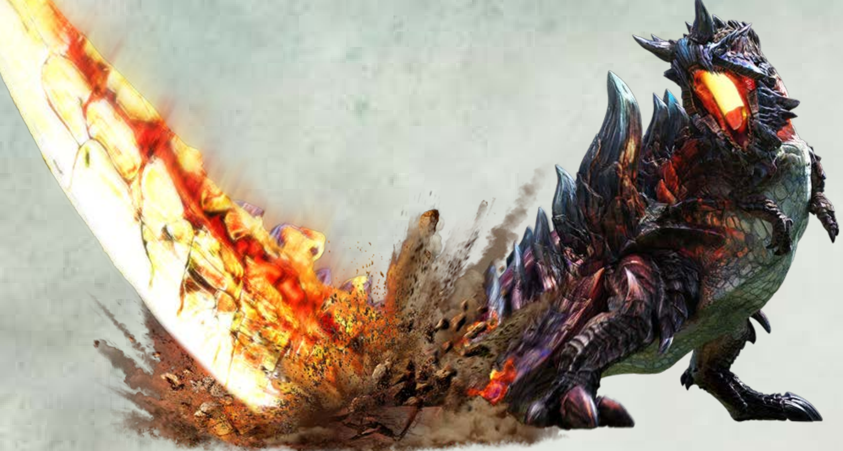
Multiattack. The glavenus makes two Bite attacks and one Tail Slash attack, or it uses Sharpen and it uses then Tail Spin.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 3 (1d6) fire damage.

Tail Slash. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Sharpen. The glavenus sharpens its tail. The next two Tail Slash attacks deal an extra 13 (2d12) fire damage.

Tail Spin (Recharge 5-6) The glavenus launches itself forward, using its tail to slash at all foes in a 15-foot radius around it. Each creature in that area must then make a DC 20 Dexterity saving throw, taking 28 (8d6) slashing damage and 28 (8d6) fire damage on a failed save, and half as much damage on a successful one.



Glavenus

Challenge Rating 13 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Glavenus Scale	(A)
6-7	5-6	Glavenus Fang	(W)
8-9	7-8	Glavenus Carapace	(A)
—	9	Flaming Bursa	(A,W)
10-11	10-13	Glavenus Pyroshell	(A,W)
12-14	14	Glavenus Tail	(A)
15-16	15	Glavenus Tailpiece	(W)
17-18	16-18	Solar Bursa	(A,W)
19	19	Glavenus Plate	(A,W)
20	20	Glavenus Fire Orb	(A,W)

ARMOR MATERIAL EFFECTS

Glavenus Scale
Handicraft. For 24 hours, you gain proficiency with one artisan tool of your choice each dawn.

Glavenus Carapace
You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor.

Flaming Bursa
You have resistance to fire damage while you wear this armor.

Glavenus Pyroshell
While you wear this armor, any creature that hits you with a melee weapon, an unarmed strike, or a natural melee weapon takes 1d6 fire damage.

Glavenus Tail
While you are attuned to this armor, it glows faintly when a rathian, malfestio, agnaktor, or zinogre is near (240 feet or less).

Solar Bursa
Whenever you make a saving throw against an attack or spell that deals fire damage, you do so with advantage.

Glavenus Plate
You have advantage on (Charisma & Strength) Intimidation checks while you wear this armor.

Glavenus Fire Orb
While attuned to this armor you can use an action to speak the armors command word and gain truesight out to 60 feet for 1 hour. Once used, you can't use this property again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Glavenus Fang *(Melee Weapon Only)*
When you hit a creature with this weapon, you can use your bonus action to cause flames to shoot forth from the weapon in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

Flaming Bursa
Your weapon deals an extra 1d6 fire damage.

Glavenus Pyroshell
This weapon has 6 runes and regains 1d6 runes daily at dawn. You can use a bonus action to shoot a spark out of the weapon at a creature, up to 60 feet away. The targeted creature must make a DC 13 Constitution saving throw, or become burned for 1 minute. A burned creature takes 1d6 fire damage at the start of its turn.

Glavenus Tailpiece *(Ranged Weapon Only)*
Deadeye+. Your weapon's normal attack range is doubled.

Solar Bursa
Crisis. While you are attuned to this weapon and suffering from an abnormal status effect caused by a hostile creature or object, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d10 spell or weapon damage.

Glavenus Plate
Heavy Polish. This weapon's attacks bypass a creature's resistance to slashing damage.

Glavenus Fire Orb *(Requires a shield)*
While you are attuned to this weapon, you can use an action to prime your shield. The next time you take damage from a melee attack, fire erupts from the shield and bathes the attacker in flames. The attacker must make a DC 15 Dexterity saving throw or take 4d6 fire damage. On a successful save, the creature takes half of that damage. Once used, you can't use this property again until you finish a short or long rest.

Acidic Glavenus

Acidic glavenus' body is a variety of emerald and blue shades, with dark grey spikes and horns. Its tail is usually covered in yellow crystals, which, when scraped off reveal a dull blue, katana-like blade. Its eyes are dark red.

Acidic Glavenus' most notable adaption that sets it apart from the main species is its tail. The tail is lighter and more resembles a Long Sword, and because of this, it is able to attack quicker and use more gracile moves reminiscent of its weapon counterpart. When the tail dulls it will grow an acidic compound that covers the entirety of its tail. This acid will lower the toughness of whatever it is fighting, and can be thrown off at opponents during some of its attacks.

While the common Glavenus inhabits forests, deserts, and volcanos, Acidic Glavenus inhabits the more extreme Rotten Vale and the Rotten region of the Guiding Lands. It is able to grow sulphurous crystals on its tail that create acidic mist when shattered, perhaps because of its habitat choice.

Due to living in the hostile Rotten Vale, Acidic Glavenus are very aggressive towards whatever they may come across. Oddly enough, there are no records of an Acidic Glavenus scavenging despite its habitat, only of it hunting other inhabitants of the Rotten Vale.

Acidic Glavenus

Huge wyvern (brute), unaligned

Armor Class 18 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Str +13, Con +13, Cha +6
Skills Perception +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks.
Damage Immunities acid
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages —
Challenge 19 (22,000 XP) **Proficiency** +6

Acid Burn. If a creature wearing metal armor or holding a metal weapon is dealt acid damage from one of the glavenus's attacks, that creature must succeed on a DC 21 Dexterity saving throw. On a failed save, one of the following effects happen:

- **Armor.** The armor takes a cumulative -1 penalty to the AC. Nonmagical armor reduced to an AC of 10 is destroyed. Magical armor reduced to an AC of 10 no longer gains the benefits of any of its properties for one week, but its AC returns to normal after a long rest.
- **Weapon.** The weapon takes cumulative -1 penalty to its attack and damage rolls. A nonmagical weapon reduced to -5 to its attack or damage is destroyed. A magical weapon reduced to -5 no longer gains the benefits of any of its properties for one week, but it becomes a +0 weapon after a long rest.

Glavenus Tail. The glavenus can use its bonus action to sharpen its tail, removing the acidic crystals that cover it; or it can use the bonus action to regrow them.

Legendary Resistance (3/Day). If the glavenus fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The glavenus makes two Tail attacks. If both attacks hit the same target, the target also takes 14 (4d6) slashing damage and must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage + 7 (2d6) acid damage.

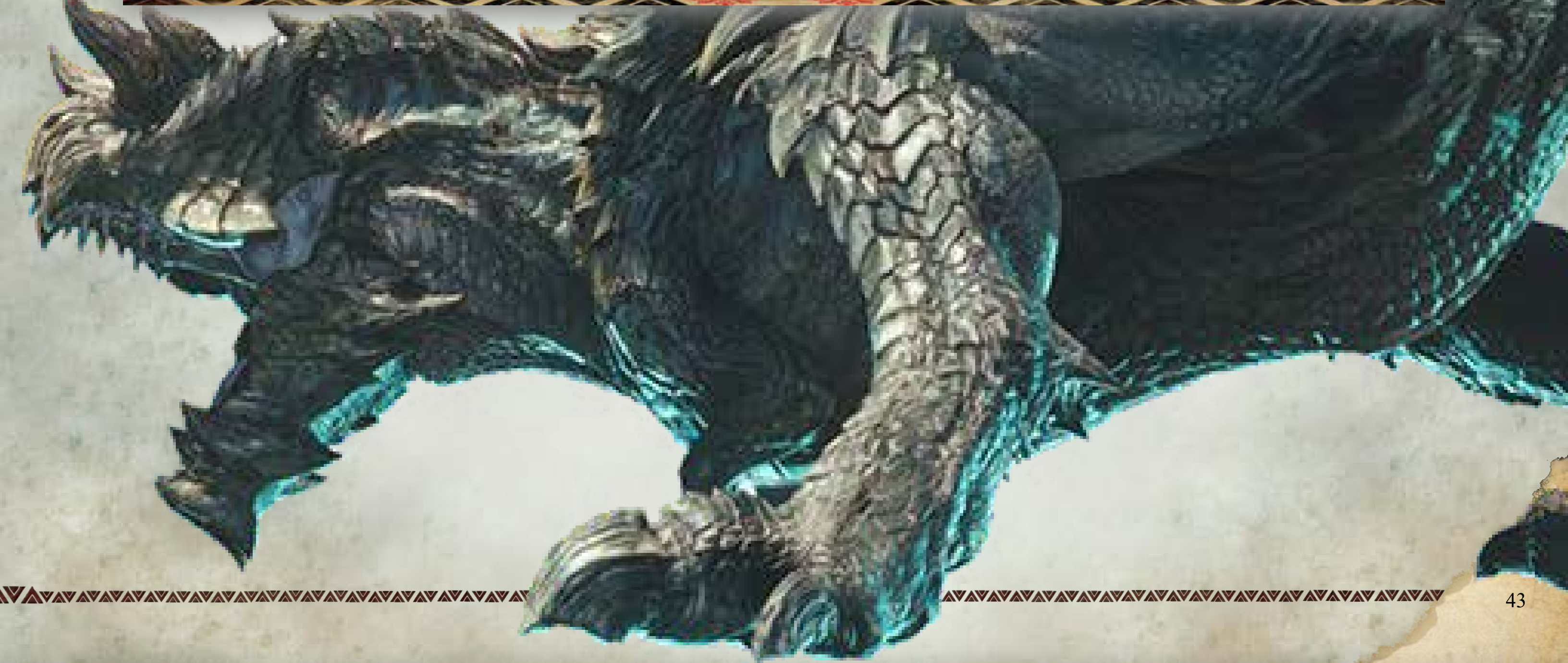
Tail (Acid Crystals Only). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage plus 7 (2d6) acid damage.

Tail (Sharpened Only). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 40 (6d10 + 7) slashing damage.

Tail Spin (Recharge 5-6) The glavenus uses one of the following tail spin attacks depending on which form its tail is in:

Acid Tail Spin. The glavenus moves up to 50 feet in a straight line while spinning, without provoking opportunity attacks, while striking each creature in a 15-foot radius of its path with its tail. Each creature in that area must make a DC 21 Dexterity saving throw, taking 24 (7d6) slashing and 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.

Sharpened Tail Spin. The glavenus moves up to 50 feet in a straight line while spinning, without provoking opportunity attacks, while striking each creature in a 15-foot radius of its path with its tail. Each creature in that area must then make a DC 21 Dexterity saving throw, taking 63 (18d6) slashing damage on a failed save, and half as much damage on a successful one.



Acidic Glavenus

Challenge Rating 19 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Acidic Glavenus Shard	(A,W)
7-11	5-8	Acidic Glavenus Cortex	(A,W)
12-14	9-11	Acidic Glavenus Hardfang	(A,W)
15	12-14	Honed Acidcryst	(A,W)
16-19	15-18	Acidic Glavenus Spineshell	(A,W)
20	19-20	Acidic Glavenus Tailedge	(A,W)

ARMOR MATERIAL EFFECTS

Acidic Glavenus Shard
Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Acidic Glavenus Cortex
Effluvia Resis+. While wearing this armor you are immune to damage from Effluvia and you have resistance to acid damage.

Acidic Glavenus Hardfang
You have advantage on saving throws against being stunned while you wear this armor.

Honed Acidcryst
Iron Skin. While this material is in your armor, your AC cannot be reduced in any way. You do not retain AC granted to you by a shield if you drop it; or a potion, or magical effect after it has expired.

Acidic Glavenus Spineshell
While you wear this armor, acidic spikes grow from it. Whenever a creature hits you with a melee weapon attack, that creature takes 1d4 slashing damage plus 1d4 acid damage. Additionally, your unarmed strikes deal an extra 1d4 acid damage while you wear this armor.

Acidic Glavenus Tailedge
You are immune to cold damage and resistance to acid damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Acidic Glavenus Shard
When this material is placed into a weapon it gains the finesse tag. This material cannot be placed in a weapon that has the heavy tag.

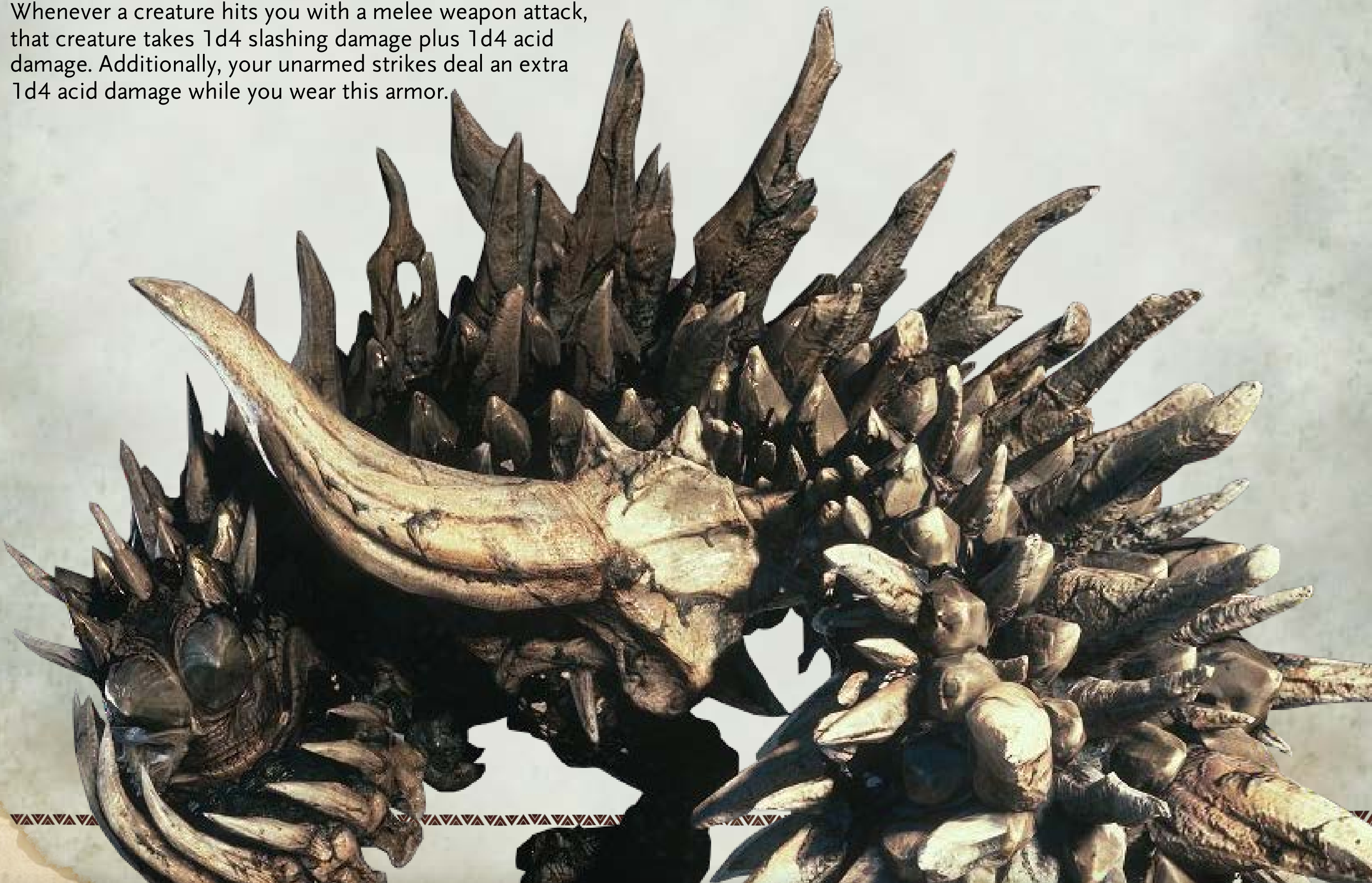
Acidic Glavenus Cortex
Maximum Might. While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

Acidic Glavenus Hardfang
Stamina Surge+2. While attuned to this weapon, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

Honed Acidcryst *(Bladed Weapon Only)*
You can use a bonus action to speak this weapon's command word, causing acidic crystals to grow on the blade. While the weapon is covered in these crystals, it deals acid damage instead of its normal weapon damage, and it reduces the AC of any target it hits, for the first time on a turn, by 1 until the start of your next turn. The acidic crystals last until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

Acidic Glavenus Spineshell
Your weapon deals an extra 1d10 acid damage.

Acidic Glavenus Tailedge
Heavy Polish+. This weapon's attacks bypass a creature's immunity and resistance to slashing damage.



Radobaan

The radobaan looks very similar to uragaan in many aspects but has its own unique features. The radobaan is covered in a tar-like substance that sticks rows of bones onto its body. These bones vary in size throughout the radobaan's body, but the most distinctive ones are diablos horns on its legs. Though these bones aren't as strong as ore, they are lighter. This lighter weight makes radobaan faster than uragaan. Despite not eating ore, radobaan still has a massive chin like uragaan. Like uragaan, radobaan can roll into a wheel and run over enemies. It also can emit coma-inducing gas from its body like uragaan.

Radobaan can be fairly calm unless provoked by a threat, but once provoked, they will turn violent.

Radobaan

Huge wyvern (brute), unaligned

Armor Class 15 (19 with bone armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +5
Damage Resistances *see Bone Armor*
Senses passive Perception 15
Languages —
Challenge 10 (5,900 XP) **Proficiency** +4

Bone Armor. The radobaan is covered in the bones of fallen creatures granting it a +4 bonus to its AC and resistance to bludgeoning, piercing, slashing damage until the AC bonus is reduced to 0. When the radobaan takes more than 30 damage in a single turn, the bones snap and break, reducing the bonus AC by 1.

Actions

Multiattack. The radobaan makes one Tail attack and two Chin Slam attacks.

Chin Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Roll (Recharge 5-6). The radobaan rolls its body into a wheel and moves up to its speed, during this move it can move through other creatures without provoking opportunity attacks. Each creatures the radobaan moves through must succeed on a DC 17 Dexterity saving throw or take 42 (12d6) slashing damage and be knocked prone.

Sleeping Gas. (2/per Long rest). The radobaan releases sleeping gas in a 15-foot radius around it. Each creature in that area must succeed on a DC 16 Constitution saving throw or fall unconscious for 1 minute, until it takes damage, or until someone uses an action to shake or slap it awake.

Radobaan

Challenge Rating 10 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Radobaan Shell	(A)
6-11	6-10	Radobaan Scale	(A)
12-16	11-13	Radobaan Oilshell	(A)
—	14-16	R.Sleep Sac	(W,O)
17-19	17-19	Radobaan Marrow	(A)
20	19-20	Radobaan Gem	(A)

ARMOR MATERIAL

Radobaan Shell
Guard. You cannot be pushed or knocked backwards while you wear this armor.

Radobaan Scale
You have resistance to fire damage while you wear this armor.

Radobaan Oilshell
Tremor-Proof. You cannot be knocked prone while you wear this armor.

Radobaan Marrow
Negate Bleeding. You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.

Radobaan Gem
While you wear this armor, any creature that hits you with a melee attack takes 1d6 slashing damage.

WEAPON MATERIAL

R.Sleep Sac
This weapon has 4 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 12 Constitution saving throw, or it falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. This weapon regains 1 expended rune daily at dawn.

OTHER MATERIAL EFFECTS

R.Sleep Sac
A Material that replaces the sleep herb when crafting tranq bombs or tranq ammo. (100 uses).

Uragaan

Uragaan are covered in a lustrous gold-colored hide. Its back is lined with hard crystals and its chin is plated with a rock-like shell, suggesting the uragaan has evolved a tough exterior due to life in volcanic regions. Its underbelly is covered in a sticky, tar-like substance which it uses to affix explosive rocks to itself.

The uragaan's signature ability is to roll its body into a wheel to increase its speed and agility. The growths on their back stable this rolling ability. It will do this often in an attempt to crush hunters. The uragaan creates a very effective weapon in the form of its chin by melting minerals and attaching them with lava, which it can use for breaking up rocks. The chin also evens its center of gravity so its legs can compensate for its heavy body. In a group of uragaan, the one with the largest chin has the highest status among them.

Uragaan is something of oddity in the food chain - it has almost no natural predators, but is not particularly predatory itself and has no competitors, preferring to consume vast amounts of plants and rock. The rocks that it feeds on are surprisingly nutrient rich, and its rock-hard lower jaw is perfectly designed to break them up, although it does make them awkward to swallow.

Uragaan

Huge wyvern (brute), unaligned

Armor Class 15 (natural armor)
Hit Points 123 (13d12 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4
Damage Resistance fire, lightning
Senses passive Perception 14
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

Actions

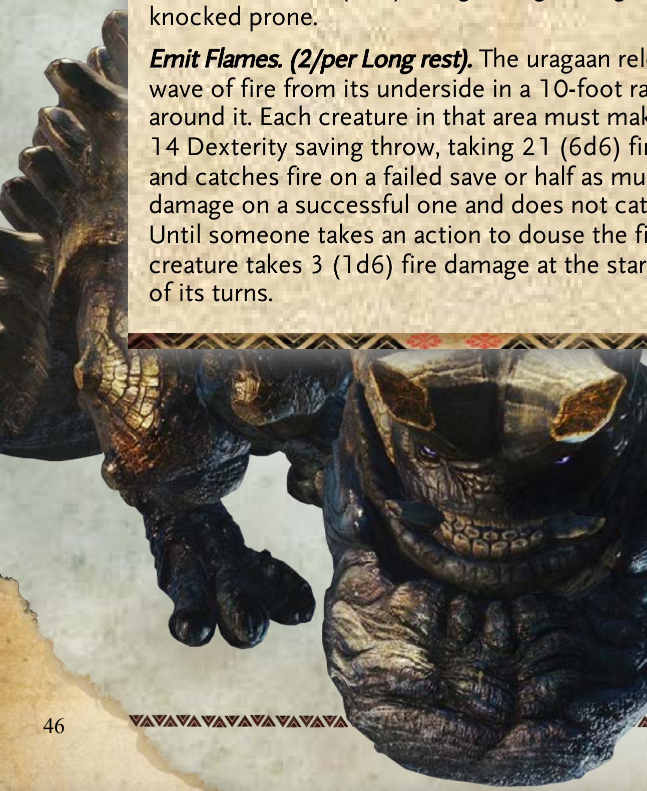
Multiattack. The uragaan makes one Tail attack and Two Chin Slam attacks.

Chin Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Roll (Recharge 5-6). The uragaan rolls its body into a wheel and moves up to its speed, during this move it can move through other creatures without provoking opportunity attacks. Each creature the uragaan moves through must succeed on a DC 15 Dexterity saving throw or take 28 (8d6) bludgeoning damage and be knocked prone.

Emit Flames. (2/per Long rest). The uragaan releases a wave of fire from its underside in a 10-foot radius around it. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage and catches fire on a failed save or half as much damage on a successful one and does not catch fire. Until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.



Uragaan

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-5	Uragaan Carapace	(A,W)
5-9	6-9	Uragaan Scale	(W)
—	10-11	U.Firecell Stone	(A,W)
10-14	12-15	Uragaan Scute	(A,W)
—	16-18	Flame Sac	(A,W)
15-17	19-20	Uragaan Marrow	(A)
18-19	—	Uragaan Jaw	(W)
20	—	Uragaan Ruby	(A)

ARMOR MATERIAL EFFECTS

Uragaan Carapace
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to lightning or thunder damage (your choice) until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

U.Firecell Stone
Shield. While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +1 bonus to your AC until the start of your next turn.

Uragaan Scute
Guard. You cannot be pushed or knocked backwards while you wear this armor.

Flame Sac
While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Uragaan Marrow
Negate Bleeding. You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.

Uragaan Ruby
Uragaan Protection. When you must make a saving throw while taking the dodge action, you can use your Armor Class in place of making the roll. You can use this property three times, regaining all uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Uragaan Carapace
Sharpening. During a short or long rest you can spend your time sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.

Uragaan Scale
Carver. You have advantage on your first carve attempt on a creature while you are attuned to this weapon.

U.Firecell Stone
While you are attuned to this weapon you can use an action to conjure a flask of alchemist's fire once a day. If unused for 24 hours, the flask returns to whence it came, where that is, who knows?

Uragaan Scute
Partbreaker. You deal an extra 1d4 damage when you critically hit with this weapon.

Flame Sac
When you cast a spell that deals fire damage, it deals an extra 1d4 fire damage.

Uragaan Jaw *(Bowgun Only)*
Spread up. When you hit a creature with spread ammo and it is within half your normal bowgun range, increase the damage die size by 1.

Juvenile Uragaan

Large wyvern (brute), unaligned

Armor Class 15 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	3 (-2)	10 (+0)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 3 (700 XP) **Proficiency** +2

Actions

Multiattack. The uragaan makes one Tail attack and Chin Slam attack.

Chin Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Roll (Recharge 5-6). The uragaan rolls its body into a wheel and moves up to half its speed. During this move it can move through other creatures without provoking opportunity attacks. Each creature the uragaan moves through must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) bludgeoning damage and be knocked prone.

Juvenile Uragaan

Challenge Rating 3 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-5	J.Uragaan Carapace	(A,W)
5-9	6-11	J.Uragaan Scale	(W)
10-14	12-17	J.Uragaan Scute	(A,W)
15-19	18-20	J.Uragaan Marrow	(A,W)
20	—	J.Uragaan Ruby	(A)

ARMOR MATERIAL EFFECTS

J.Uragaan Carapace
You reduce thunder and lightning damage you take by 2 while you wear this armor.

J.Uragaan Scute
You have a +2 bonus to Athletics checks while you wear this armor.

J.Uragaan Marrow
Staunch Bleeding. You have advantage on Wisdom (Medicine) checks to staunch a wound, such as the odogaron's blood wound or bearded devil's inferal wound.

J.Uragaan Ruby
Uragaan Minor Protection. When you must make a saving throw while taking the dodge action, you can use your Armor Class in place of making the roll. Once used, you can't use this property again until you finish a long rest.

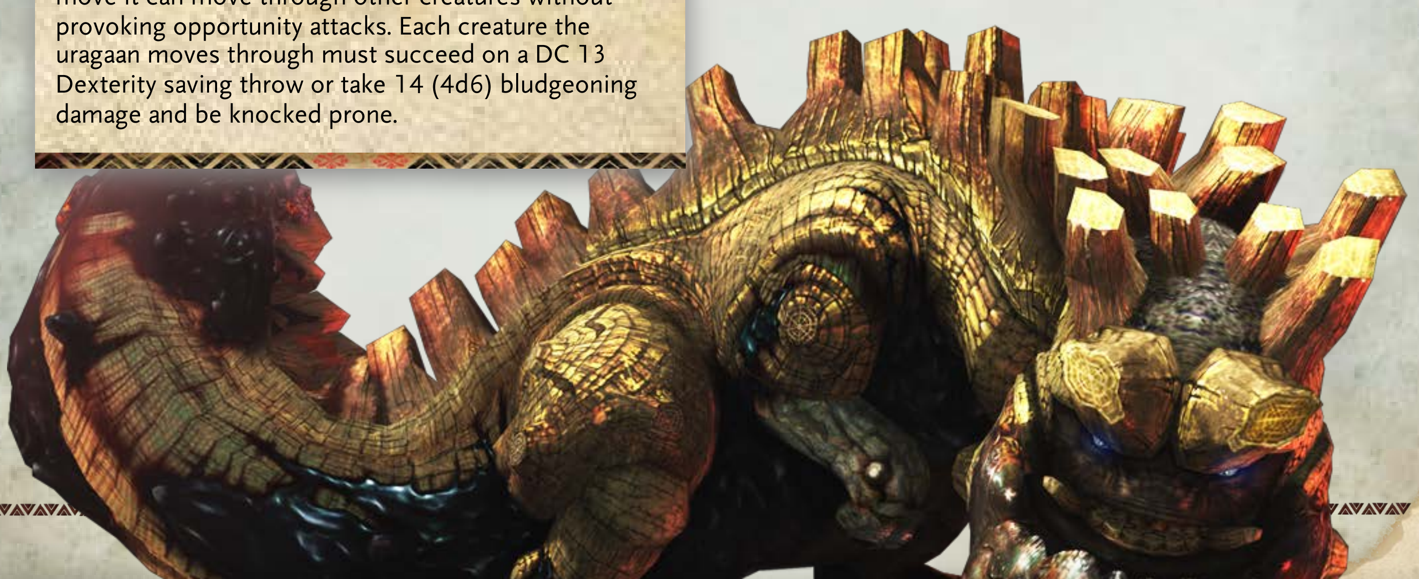
WEAPON MATERIAL EFFECTS

J.Uragaan Carapace
Your bludgeoning weapon deals an extra 2 bludgeoning damage.

J.Uragaan Scale
The first time you make a Carve check on a creature, you do so with advantage.

J.Uragaan Scute
When you make a weapon attack with this weapon and roll a 20 for the attack roll, you can chose release a wave of concussive force. When you do, each creature within 5 feet of you must succeed on a DC 12 Strength saving throw or be knocked prone.

Uragaan Marrow
Load Up. Your normal ammo capacity increases by 10 while you are attuned to this weapon.



Pumpkin Uragaan

Huge wyvern (brute), unaligned

Armor Class 17 (natural armor)
Hit Points 123 (13d12 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 10 (5,900 XP) **Proficiency** +4

Glowing Chin. The uragaan's Jack-o'-lantern chin glows from its eyes and mouth, releasing bright light in a 30-foot cone and dim light for an additional 30 feet.

Risen (1/day). When the uragaan is reduced to 0 hit points, it resurrects on initiative count 20 (losing initiative ties). When it resurrects, the uragaan's regains its maximum hit points, its type is changed from wyvern to undead, and it gains the undead fortitude trait.

Undead Fortitude (While Undead Only). If damage reduces the uragaan to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the uragaan drops to 1 hit point instead.

Actions

Multiattack. The uragaan makes one Tail attack and two Chin Slam attacks. Or it makes three Pumpkin Toss attacks.

Jack-o'-lantern Chin Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Pumpkin Toss. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage and the target is covered in pumpkin guts.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Roll (Recharge 5-6). The uragaan rolls its body into a wheel and moves up to its speed. During this move, it can move through other creatures without provoking opportunity attacks. Each creature the uragaan moves through must succeed on a DC 16 Dexterity saving throw or take 28 (8d6) bludgeoning damage and be knocked prone.

Emit Flames. (2/per Long rest). The uragaan releases a wave of fire from its underside in a 10-foot radius around it. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage and catches fire on a failed save or half as much on a successful one and does not catch fire. Until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Pumpkin Uragaan

The pumpkin uragaan possesses a near identical body shape to the normal uragaan, yet has a different coloration. Its back and belly are a dark purple while the rest of its body is a pumpkin orange. Its chin is no longer plated with a rock-like shell, but instead is covered by a large jack-o'-lantern.

It has been said that on All Hallows' Eve, a pumpkin uragaan appears in a great pumpkin patch on the outskirts of one of the many villages in the old world. By dawn, the village is left burning, broken, and covered in pumpkin; and the pumpkin uragaan vanishes, until the next All Hallows' Eve.

Pumpkin Uragaan Loot Table

Challenge Rating 10 **Carves/Capture** 3

Carve Chance	Material	Slots
1-4	Pumpkin.U Carapace	(A,W)
5-8	P.Firecell Stone	(A,W)
9-11	Pumpkin.U Scale	(A,W)
12-14	Pumpkin.U Scute	(A,W)
15-16	Pumpkin Flame Sac	(A,W)
17-18	Pumpkin.U Marrow	(A)
19	Pumpkin.U Jaw	(A,W)
20	Pumpkin.U Ruby	(A,W)

ARMOR MATERIAL EFFECTS

Pumpkin.U Carapace
Constitution. The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

P.Firecell Stone
When you must succeed on a saving throw or be knocked prone, you do so with advantage.

Pumpkin.U Scale
Entomologist+. When you capture an insect with a bug net, you capture an extra 1d4 more.

Pumpkin.U Scute
Health Boost. While wearing this armor, your hit point maximum increases by 1 for each character level you have.

Pumpkin Flame Sac
While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 30 feet of you. The target must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Pumpkin.U Marrow
Guts+. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a long rest.

Pumpkin.U Jaw *(Fighter Only)*
While attuned to this armor, you regain an extra 1d10 hit points from your Second Wind feature.

Pumpkin.U Ruby
Mushroomancer+. While wearing this armor you can digest mushrooms that would otherwise be inedible and gain its advantageous effects. The more pumpkin uragaan materials equipped in your armor or trinkets, the more mushrooms you can eat.

1 pumpkin uragaan material.

- Blue Mushroom, *Restores a 1d4 hit points.*
- Toadstool, *You regain 1 hit point at the start of each of your turns for 1 minute.*

2 pumpkin uragaan material.

- Nitroshroom, *Your Strength score increases by +2 for 1 minute.*
- Parashroom, *Your AC becomes 13 + your Dexterity modifier for the next 8 hours.*

3 pumpkin uragaan material.

- Chaos Mushroom, *You are poisoned for 1 hour, and gain 5 temporary hit points per character level for the next 10 minutes.*
- Bindshroom, *Your speed increases by 10 feet for 1 hour.*
- Exciteshroom, *Provides one of the other mushroom effects, roll a d6 to see which one:*

1. *Blue Mushroom*	4. *Parashroom*
2. *Toadstool*	5. *Chaos Mushroom*
3. *Nitroshroom*	6. Bindshroom

WEAPON MATERIAL EFFECTS

Pumpkin.U Carapace
This weapon acts as a focus for your spellcasting.

P.Firecell Stone
Your weapon deals an extra 1d6 fire damage.

Pumpkin.U Scale
Pumpkin Carver. While you are attuned to this armor, you can carve a creature of CR 8 or lower 1 extra time.

Pumpkin.U Scute
Partbreaker+1. You deal an extra 1d6 damage when you critically hit with this weapon.

Pumpkin Flame Sac
This weapon has 4 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *flaming sphere* spell (save DC 13) from it. For 1 rune, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional rune you expend. A flaming sphere takes the form of a flaming jack-o'-lantern when cast in this way.

This weapon regains 1d4 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

Pumpkin.U Jaw
Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

Pumpkin.U Ruby *(Insect Glaive Only)*
When you hit a creature with your kinsect, it leaves behind a fiery cloud of powder that fits in a 5-foot-cubed area in the creatures space. When a creature attacks the cloud or a target in the cloud's space, it explodes, dealing 1d6 fire damage to anything in its space

Carapaceon

Carapaceons are crustacean-like monsters that have hard shells and exoskeletons or crab-like bodies, When they're weakened by physical damage, they show internal bleeding by the frothing of the purple bubbles from their mouths. Carapaceons are known to hide underground and attack their prey once within range. Most of these crustaceans resemble crabs, lobsters or scorpions.

Ceanataur

Small beast (carapaceon), unaligned

Armor Class 14 (natural armor)
Hit Points 44 (8d6 + 16)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	5 (-2)	10 (+0)	9 (-1)

Damage Resistances acid
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Amphibious. The ceanataur can breathe air and water.

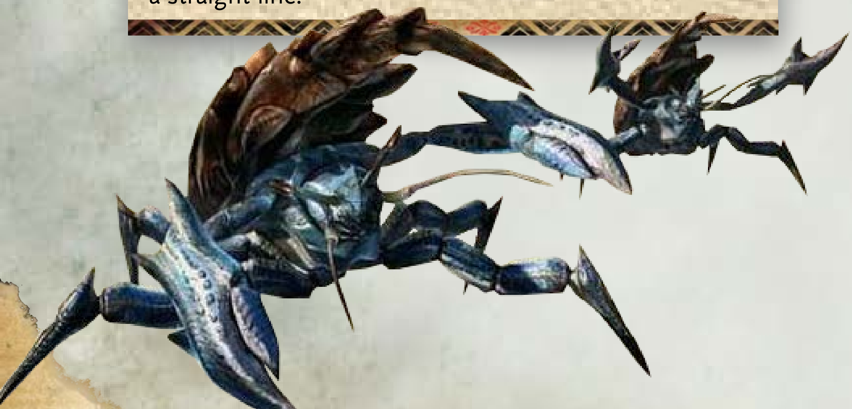
Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 10 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to a bloody wound. Each time the ceanataur hits the wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 10 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Poison Spit. *Ranged Weapon Attack.* +4 to hit, reach 30/120 ft., one target. *Hit:* 5 (2d4) poison damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned until cured. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Scuttle. The ceanataur can moves up to its half speed in a straight line.



Ceanataur

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-9	Sm. Ceantaur Shell	(A)
10-14	Sm Monster Bone	(O)
15-20	Sharp Claw	(W)

ARMOR MATERIAL EFFECTS
Sm. Ceanataur Shell
You reduce slashing damage you take by 2 while you wear this armor.

WEAPON MATERIAL EFFECTS
Sharp claw
Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS
Sm Monster Bone
Uncommon weapon upgrade material.

Ceanataur

Similar in appearance to the hermitaur with sharper claws, leg stubs and a higher-edge shell. The shell on its back was actually grown by the ceanataur itself. Only when it grows much larger into a shogun ceanataur will it replace its shell with a larger monster skull, like a gravios skull.

It is able to spit a small ball of poisonous fluid at foes. Sometimes, a ceanataur may wait beneath the ground for prey or a hunter to pass, jumping out of the ground and striking them when they walk over. A ceanataur that's burrowed underground can be spotted by the puffs of dust that it regularly spits out.

Ceanataur are very aggressive towards anything that threatens. They are well-known for chasing adventurers down in order to attack them. While young, ceanataur are quite low in the food chain. They are known to feed on smaller species and anything else they can get their claws on. Ceanataur will even attempt to feed humans.

Shogun Ceanataur

Shogun ceanataur is a carapaceon. However, they hardly resemble their cousins, the daimyo hermitaur. Shogun ceanataur's body is covered in a blue carapace. Its head is long and knife-shaped, and features a pair of lengthy antennae. Its folding claws act as sickles, fully extended, adding a significant amount of range to its reach. Shogun Ceanataur is known to inhabit a variety of shells, among them: A gravios skull, a snail-like shell, and a skull belonging to an unknown wyvern.

Compared to Daimyo Hermitaur, Shogun Ceanataur has a much slimmer shape. From the lighter shell of Shogun Ceanataur, it is able to move faster than Daimyo Hermitaur.

With this lighter armor, shogun ceanataur are also able to attack and move offensively rather than defensively. Another bizarre defense of shogun ceanataur is its own urine. While wearing a skull and hanging on a ceiling, Shogun Ceanataur are known to spray water on their enemies from the ceiling.

Each shogun ceanataur has their own personality. Some are more aggressive than others. When undisturbed,sShogun ceanataur are usually fairly calm, however, if threatened, they will turn aggressive in an instant. They'll unsheathe their claws and will attempt to kill a foe. If the skull on shogun ceanataur's backside is broken, it'll immediately go looking for another one, so it can protect its vulnerable bottom.

Shogun ceanataur are somewhat high in the food chain. They primarily feed on small creatures that live in dark environments like shrimp and insects, but will also feed on carrion. Despite this, they can more than hold their own against larger species. They are also known to have battles with khezu and other shogun ceanataur in the caves of the swamp.

Shogun Ceanataur

Huge beast (carapaceon), unaligned

Armor Class 17 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	16 (+3)

Saving Throws Dex +8, Con +9, Wis +7
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 13 (10,000 XP) **Proficiency** +5

Amphibious. The ceanataur can breathe air and water.

Spider Climb. The ceanataur can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The ceanataur makes two Claw attacks. It replace any attack with its Poison Spit attack.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 3 (1d6) hit points at the start of each of its turns due to a bloody wound. Each time the ceanataur hits the wounded target with this attack, the damage dealt by the wound increases by 3 (1d6). Any creature can take an action to stanch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Poison Spit. *Ranged Weapon Attack.* +9 to hit, range 30/120 ft., one target. *Hit:* 17 (7d4) poison damage and the target must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hydropump (Recharge 5-6). The ceanataur releases a high pressure stream of water from the back of its shell in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 44 (8d10) acid damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Scuttle. The ceanataur moves up to its speed in a straight line.

Legendary Actions

The ceanataur can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ceanataur regains spent legendary actions at the start of its turn.

Dig. The ceanataur burrows underground and moves up to half its burrow speed.

Spit. The ceanataur makes a poison spit attack.

Sweeping Strike (Costs 2 Actions). The ceanataur sweeps its claws in a 10-foot line that is 35-feet wide. Each creature in the area must make a DC 17 Dexterity saving throw, taking 11(2d10) slashing damage and increases the damage from a bloody wound by 3 (1d6) on a failed save. On a successful one, the target takes half damage and does not increase the bloody wounds damage.

Shogun Ceanataur

Challenge Rating 13 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Crab Pearl	(O)
7-10	5-9	Ceanataur Shell	(A,W)
11-13	10-11	Monster Toughbone	(O)
14-17	11-17	Ceanataur Leg	(A,W)
18	18-19	Black Pearl	(O)
19-20	20	Ceanataur Claw	(A,W)

ARMOR MATERIAL EFFECTS

Ceanataur Shell
Handicraft. For 24 hours, you gain proficiency with one artisan tool of your choice each dawn.

Ceanataur Leg
You have resistance to acid damage while you wear this armor.

Ceanataur Claw *(Greatsword Only)*
While attuned to this armor, your Guard AC bonus now lasts until the start of your next turn.

WEAPON MATERIAL EFFECTS

Ceanataur Shell
Ammo Saver. When you roll a 17-20 on a range attack roll die, the ammunition returns to you unbroken after hitting the target(s).

Ceanataur Leg
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Ceanataur Claw
Once per turn, when you hit a creature with this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

OTHER MATERIAL EFFECTS

Crab Pearl
A jewel formed inside the body over many years valued at 75 gp.

Monster Toughbone
Very rare weapon upgrade material.

Black Pearl
A pearl with a black glow valued at 250 gp.

Tempered Shogun Ceanataur

Huge beast (carapaceon), unaligned

Armor Class 22 (natural armor)
Hit Points 231 (22d12 + 88)
Speed 40 ft., burrow 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	8 (-1)	16 (+3)	16 (+3)

Saving Throws Dex +9, Con +10, Wis +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages —
Challenge 17 (18,000 XP) **Proficiency** +6

Amphibious. The ceanataur can breathe air and water.

Gravios Skull. The ceanataur protects its vulnerable back with the skull of a gravios (AC 22, 44 HP; immunity to poison and psychic damage, resistances to piercing, and slashing from nonmagical weapons, vulnerable to bludgeoning damage). Damaging the shell deals no damage to the ceanataur. Once destroyed, the ceanataur's AC is reduced by 4, it is vulnerable to bludgeoning, piercing, and slashing damage if at least two hostile creatures are within 5 feet of it, and it can't use its Hydropump legendary action.

Spider Climb. The ceanataur can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The ceanataur makes two claw attacks. It can replace one of these attack with its Impaling Strike.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 18 Constitution saving throw or lose 7 (2d6) hit points at the start of each of its turns due to a bloody wound. Each time the ceanataur hits the wounded target with this attack, the damage dealt by the wound increases by 7 (2d6). Any creature can take an action to stanch the wound with a successful DC 18 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Impaling Strike. The ceantaur makes a strong downward strike with one of its claws at a creature within 5 feet of it. That creature must make a DC 18 Dexterity saving throw, taking 20 (3d10 + 4) piercing damage and be impaled on the ceantaur's claw on a failed save, or half as much damage and isn't impaled on a successful one. While impaled the target is grappled (escape DC 14) and loses 7 (2d6) hit points each time the ceantaur makes a Claw attack.

Bonus Actions

Scuttle. The ceanataur moves up to its speed in a straight line.

Sharpened Claws (Recharge 5-6). The ceanataur hones its claws, dealing an extra 5 (1d10) slashing damage on its next Claw attack and the damage the target takes from its wound is doubled until the wound closes.

Legendary Actions

The ceanataur can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ceanataur regains spent legendary actions at the start of its turn.

Dig. The ceanataur burrows underground and moves up to half its burrow speed.

Sweeping Strike (Costs 2 Actions). The ceanataur sweeps its claws in a 10-foot line that is 35-feet wide. Each creature in the area must make a DC 18 Dexterity saving throw, taking 22 (4d10) slashing damage and increases the damage from its wound by 7 (2d6) on a failed save. On a successful one, the target takes half damage and does not increase the bloody wounds damage.

Hydropump (Costs 3 Actions). While its shell is still intact, the ceanataur releases a high pressure stream of water from its shell across a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 44 (8d10) acid damage on a failed save, or half as much damage on a successful one.

Tempered Shogun Ceanataur

Challenge Rating 17 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Crab Pearl+	(O)
7-10	5-9	Ceanataur Cortex	(A,W)
11-13	10-11	Heavy Wyvern Scalp	(A,W)
14-15	12-13	Lg Monster Bone	(O)
16-17	14-17	Heavy Ceanataur Leg	(A,W)
18	18-19	Fine Black Pearl	(O)
19-20	20	Ceanataur Hardclaw	(A,W)

ARMOR MATERIAL EFFECTS

Ceanataur Cortex
Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Heavy Wyvern Scalp *(Cleric & Paladin Only)*
When you regain hit points from a spell while attuned to this armor, increase the regained amount by half your Cleric or paladin level.

Heavy Ceanataur Leg
Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Ceanataur Hardclaw
While wearing this armor you have resistances to cold and necrotic damage.

WEAPON MATERIAL EFFECTS

Ceanataur Cortex
Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Heavy Wyvern Scalp *(Paladin Only)*
Whenever you restore a creature's hit points with your Lay on Hands feature, it gains temporary hit points equal to the amount healed until the start of your next turn.

Heavy Ceanataur Leg
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Ceanataur Hardclaw
Once per turn, when you hit a creature with this weapon, you can wound it. At the start of each of the wounded creature's turns it loses 1d4 hit points for each time you've wounded it. It then makes a DC 15 Constitution saving throw, closing the wound on a success. Alternatively, the wounded creature or a creature within 5 feet of it, can use an action to make a DC 16 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

OTHER MATERIAL EFFECTS

Crab Pearl+
A fine specimen that has been forming for a long time. Valued at 200 gp.

Lg Monster Bone
Very rare armor upgrade material.

Fine Black Pearl
Largest and most beautiful of all black pearls. Very valuable and hard to find. Valued at 750 gp.

Hermitaur

Hermitaurs are hermit crab-like monsters with red carapaces and a thick white shell. The shell is grown by the crab itself; only when they grow much larger, into a daimyo hermitaur, will they replace it with a monoblos skull, or into a diablos skull. Hermitaurs are related to the ceanataur, a blue carapaceon that lives in Volcanic regions.

When they are left undisturbed, hermitaurs are most often seen picking through sand with their claws, presumably searching for food. Sometimes, a hermitaur may wait beneath the ground for prey or a hunter to pass, jumping out of the ground and striking them when they walk overhead.

Daimyo Hermitaur

A daimyo hermitaur has a large, crab-like body. It is covered in a red and white carapace and wears the skull of a monoblos as a protective shell. They have huge, thick claws capable of holding prey as well as shielding the giant crab from most any attacks. The daimyo hermitaur's shell is also very tough, able to deflect the blows of most weapons. The one chink in the creature's armor is its soft hindquarters, where many of the creature's major organs are stored. To fix this problem, daimyo hermitaur will wear the skulls of dead wyverns on their backs. Acquiring the right size shell is a chore though, and occasionally daimyo hermitaur can be spotted with shells too large, or small for their bodies.

Almost all of daimyo hermitaur's shells come from members of the larger species like monoblos. daimyo hermitaur also possesses surprisingly strong legs, able to move the creature with great speed if necessary. The legs assist the creature in digging holes and they are able to launch themselves many feet into the air, causing them to land vigorously on top of hunters who don't react fast enough.

Despite their size, Daimyo Hermitaur are fairly calm, when undisturbed. However, Daimyo Hermitaur will turn aggressive if they feel threatened or attacked. Most of the time, they can be seen foraging for food as they roam around their environment.

Hermitaur

Small beast (carapaceon), unaligned

Armor Class 14 (natural armor)
Hit Points 49 (9d6 + 18)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	9 (-1)

Damage Resistances acid
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Amphibious. The hermitaur can breathe air and water.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Water Beam. *Ranged Weapon Attack.* +4 to hit, reach 30/120 ft., one target. *Hit:* 6 (1d8 + 2) acid damage and the target must make a DC 12 Constitution saving throw or be afflicted with waterblight for 1 minute.

Bonus Actions

Scuttle. The hermitaur can moves up to its half speed in a straight line.

Reactions

Retreat. After being hit by an attack, the hermitaur can take the Dodge action until the start of its next turn. If a creature throws a sonic bomb at the hermitaur or it is subjected to thunder damage, its dodge ends.

Hermitaur

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-8	Sm. Hermitaur Shell	(A)
9-15	Carapaceon Brains	(O)
16-20	Sharp Claw	(W)

ARMOR MATERIAL EFFECTS

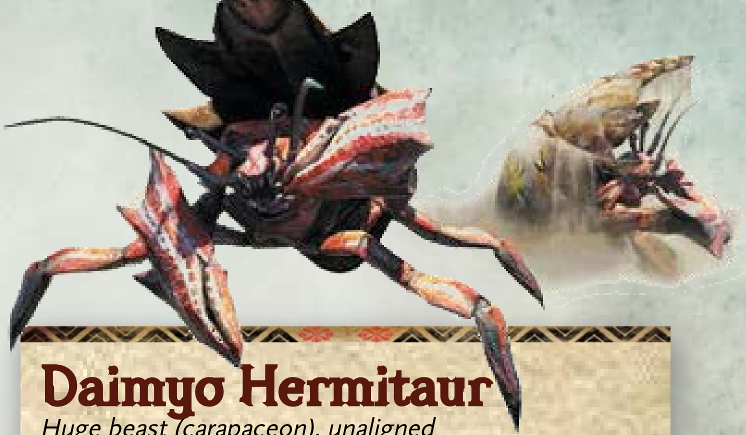
Sm. Hermitaur Shell
You reduce bludgeoning damage you take by 2 while you wear this armor.

WEAPON MATERIAL EFFECTS

Sharp claw
Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS

Carapaceon Brains
A delicacy, can be eaten as a ration or sold for 25 gp.



Daimyo Hermitaur

Huge beast (carapaceon), unaligned

Armor Class 19 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Damage Vulnerabilities lightning
Damage Resistances acid, piercing, slashing
Damage Immunities necrotic
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 9 (5,000 XP) **Proficiency** +4

Amphibious. The hermitaur can breathe air and water.

Actions

Multiattack. The hermitaur makes two Claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Water Beam. *Ranged Weapon Attack.* +8 to hit, reach 30/120 ft., one target. *Hit:* 22 (4d8 + 4) acid damage. On a hit, the target must make a DC 16 Constitution saving throw or be afflicted with waterblight for 1 minute.

Crush (Recharge 5-6). If the hermitaur jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 22 (4d8 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the hermitaur's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the hermitaur's space.

Bonus Actions

Scuttle. The hermitaur can moves up to its half speed in a straight line.

Reactions

Retreat. After being hit by an attack, the hermitaur can take the Dodge action until the start of its next turn. If a creature throws a sonic bomb at the hermitaur or it is subjected to thunder damage, its dodge ends.

Daimyo Hermitaur

Challenge Rating 9 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-3	Crab Pearl	(O)
5-12	4-6	Hermitaur Shell	(A,W)
13-15	7-10	Monster Bone+	(O)
16-17	11-15	Hermitaur Claw	(A,W)
18	16-19	Black Pearl	(O)
19-20	20	Decayed Crimson Horn	(A,W)

ARMOR MATERIAL EFFECTS

Hermitaur Shell
Guard. You cannot be pushed or knocked backwards while you wear this armor.

Hermitaur Claw
Well Rested+. When you finish a long rest, you gain 10 temporary hit points for 24 hours while attuned to this armor.

Decayed Crimson Horn
You have resistance to acid damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Hermitaur Shell
Load Up. Your normal ammo capacity increases by 10 while you are attuned to this weapon.

Hermitaur Claw
Your weapon deals an extra 1d4 acid damage.

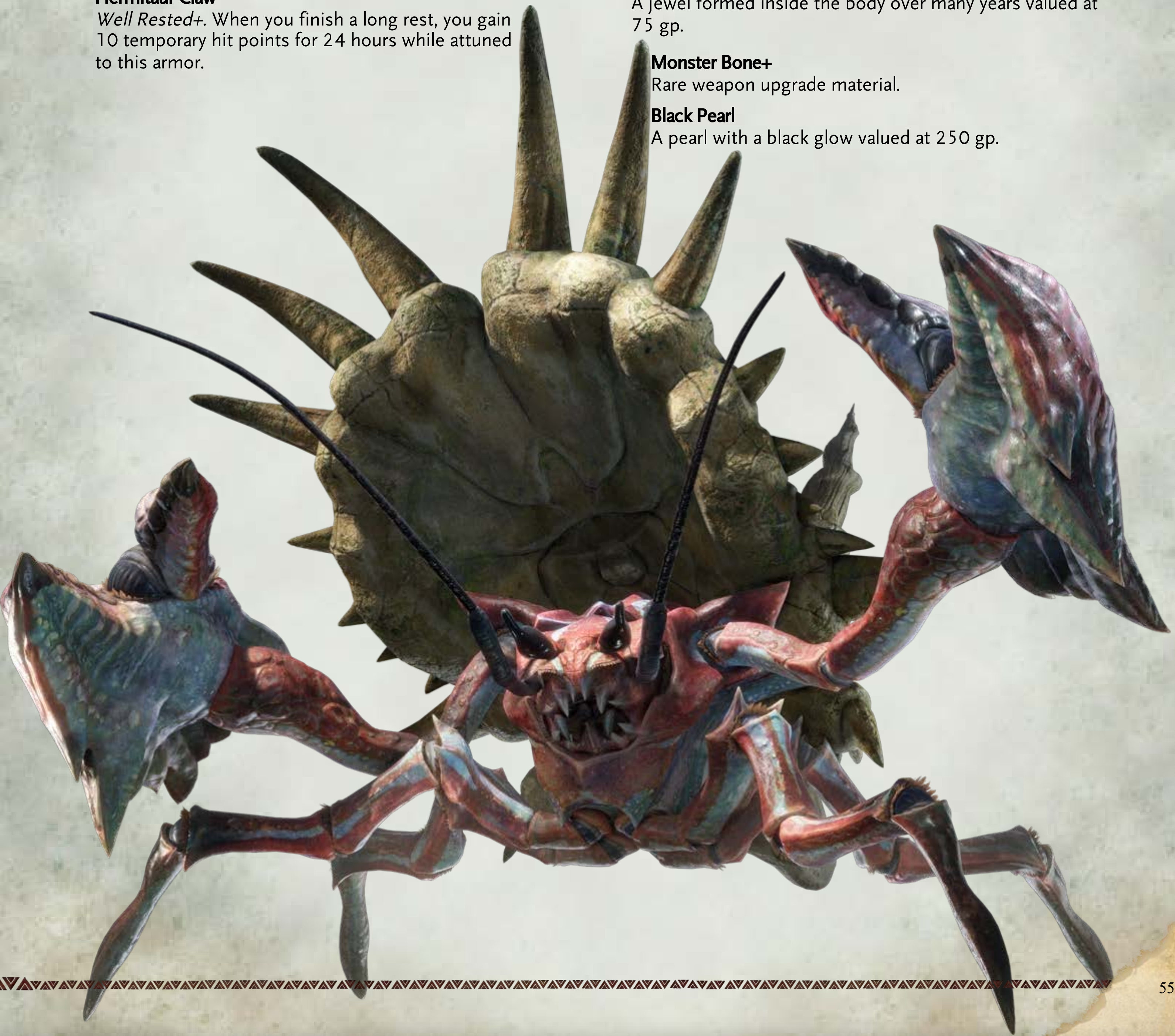
Decayed Crimson Horn
Crisis. While you are attuned to this weapon and suffering from an abnormal status effect caused by a hostile creature or object, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d10 spell or weapon damage.

OTHER MATERIAL EFFECTS

Crab Pearl
A jewel formed inside the body over many years valued at 75 gp.

Monster Bone+
Rare weapon upgrade material.

Black Pearl
A pearl with a black glow valued at 250 gp.



Tempered Daimyo Hermitaur

Huge beast (carapaceon), unaligned

Armor Class 22 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Con +10
Damage Resistances piercing, slashing
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 18 (13,000 XP) **Proficiency** +6

Amphibious. The hermitaur can breathe air and water.

Monoblos Skull. The hermitaur protects its vulnerable back with the skull of a monoblos (AC 19, 50 HP; immunity to poison and psychic damage, resistances to piercing, and slashing from nonmagical weapons, vulnerable to bludgeoning damage). Damaging the shell deals no damage to the hermitaur. Once destroyed, the hermitaur's AC is reduced by 2 and it is vulnerable to bludgeoning, piercing, and slashing damage if at least two hostile creatures are within 5 feet of it.

Standing Leap. The hermitaur's long jump is up to 30 feet and its high jump is up to 15 feet, without a running start.

Actions

Multiattack. The hermitaur makes two Claw attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Shell. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage plus 11 (2d10) piercing damage, or 9 (1d10 + 4) bludgeoning damage if the shell is destroyed. If the hermitaur moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Burrowed Shell Strikes (Recharge 5-6). The hermitaur burrows underground and moves up to 60 feet before emerging in an unoccupied space. Once underground, it doesn't provoke opportunity attacks and it can make three shell attacks, each against a different target on the ground above it.

Bonus Actions

Scuttle. The hermitaur moves up to its speed in a straight line.

Reactions

Claw Guard. After being hit by an attack, the hermitaur can take the dodge action until the start of its next turn. If a creature throws a sonic bomb at the hermitaur or it is subjected to thunder damage, its dodge ends. While dodging, if a creature attacks the hermitaur while within 5 feet of it and misses, the hermitaur can make one Claw attack against it and the dodge ends.

Legendary Actions

The hermitaur can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hermitaur regains spent legendary actions at the start of its turn.

Claw Flick. The hermitaur makes one Claw attack, but its damage is reduced by half and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Waterbeam (Costs 2 Actions). The hermitaur sprays a high-pressure beam of water in a 60-foot line that is 5 feet wide, or a 30-foot line that is 5-feet wide. If the line is 30-foot long, it can move up to its speed in a straight line perpendicular to the beam, striking each creature in the beams path. Each creature in the line or a space the beam passes through must make a DC 18 Dexterity saving throw, taking 18 (4d8) acid damage and be afflicted with waterblight for 1 minute on a failed save, or half as much damage and isn't afflicted with waterblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Crush (Costs 3 Actions). The hermitaur jumps into a space that contains one or more other creatures within 30 feet of it. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 22 (4d8 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the hermitaur's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the hermitaur's space.

Tempered Daimyo Hermitaur

Challenge Rating 15 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-3	Crab Pearl+ x2	(O)
5-8	4-6	Hermitaur Cortex	(A,W)
9-12	7-10	Hermitaur Leg	(A,W)
13-15	11-14	Fine Black Pearl x2	(O)
16-17	15-17	Monster Toughbone	(O)
18	18-19	Hermitaur Hardclaw	(A,W)
19-20	20	Twisted Crimson Horn	(A,W)

ARMOR MATERIAL EFFECTS

Hermitaur Cortex
Tremor-Proof. You cannot be knocked prone while you wear this armor.

Hermitaur Leg
Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Hermitaur Hardclaw *(Shield Required)*
Claw Guard+. When you take the Dodge action while you are attuned to this armor, you gain a +1 bonus to your AC until the start of your next turn.

Twisted Crimson Horn
Guard Up. When you fail a Dexterity or Strength saving throw, you can use your reaction to use your AC in place of your roll. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Hermitaur Cortex *(Bowgun Only)*
Load Up+. While attuned to this weapon, you increase the maximum capacity for all your ammo by 2.

Hermitaur Leg
When you hit a creature with this weapon, it must make a DC 14 Constitution saving throw or be afflicted with waterblight until the end of its next turn.

Hermitaur Hardclaw
Ammo Saver+. When you make a ranged weapon attack and roll a 15 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).

Twisted Crimson Horn *(Ranged Weapon Only)*
Tune-Up. When this material is placed into a weapon choose one of the following effects to gain:

- *(Light Bowgun Only).* If you miss an attack while hidden, your location is not revealed.
- *(Heavy Bowgun Only).* You gain a +1 bonus to your AC while wielding this weapon.
- You gain a +2 bonus to your attack rolls with this weapon if the target is outside of your normal attack range.

OTHER MATERIAL EFFECTS

Crab Pearl+
A fine specimen that has been forming for a long time. Valued at 200 gp.

Monster Toughbone
Very rare weapon upgrade material.

Fine Black Pearl
Largest and most beautiful of all black pearls. Very valuable and hard to find. Valued at 750 gp.

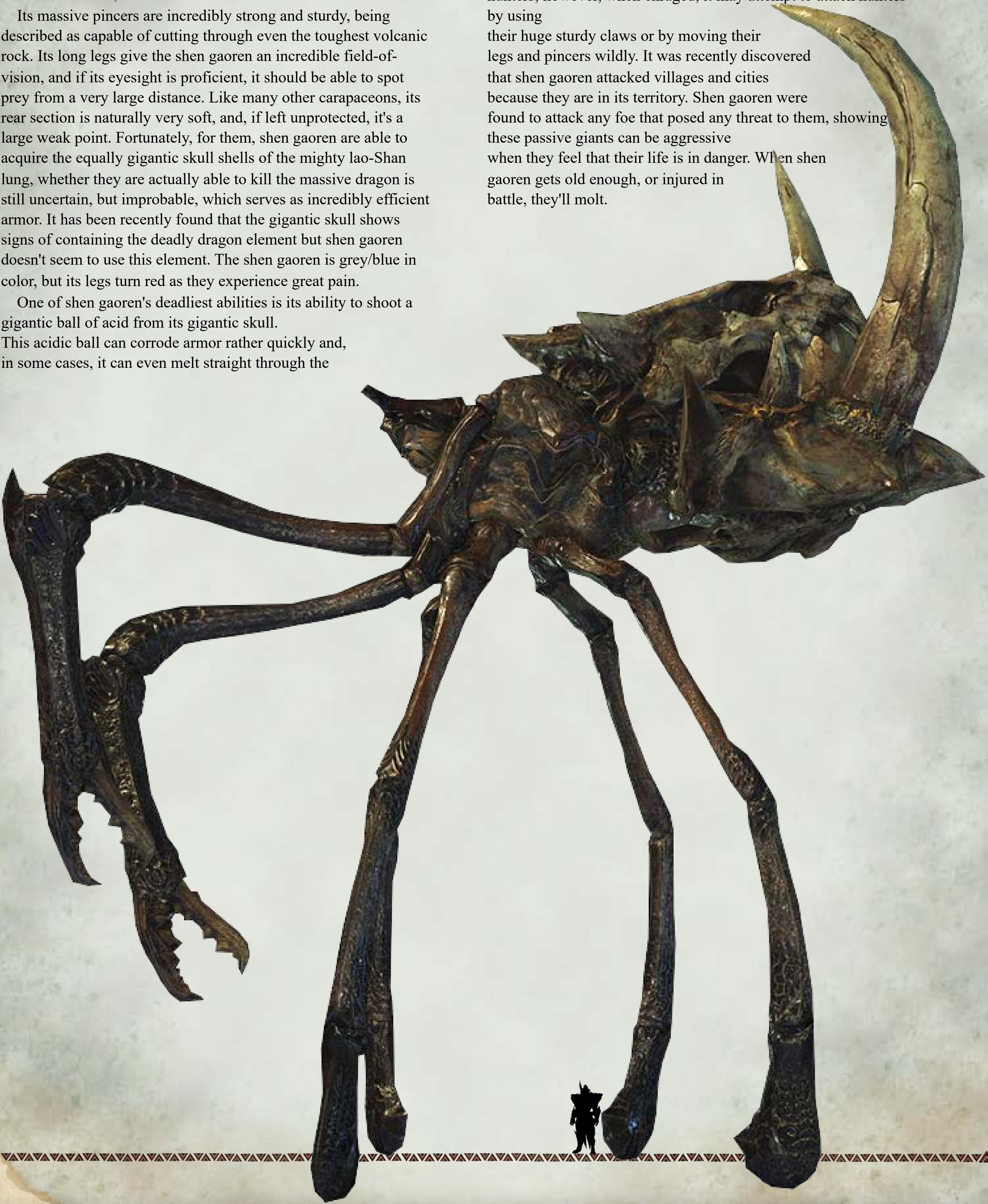
Shen Gaoren

Identifiable by their grey skin, towering legs and the gigantic green-yellow balls of acid that they generate and hurl from the rear of their bodies. Shen Gaoren are so large they use a Lao-Shan Lung skull for protection. Their colossal size helps them to defeat most creatures. The diet of shen gaoren is unknown; however, it is likely to be omnivorous, like most real-life crabs.

Its massive pincers are incredibly strong and sturdy, being described as capable of cutting through even the toughest volcanic rock. Its long legs give the shen gaoren an incredible field-of-vision, and if its eyesight is proficient, it should be able to spot prey from a very large distance. Like many other carapaceons, its rear section is naturally very soft, and, if left unprotected, it's a large weak point. Fortunately, for them, shen gaoren are able to acquire the equally gigantic skull shells of the mighty lao-Shan lung, whether they are actually able to kill the massive dragon is still uncertain, but improbable, which serves as incredibly efficient armor. It has been recently found that the gigantic skull shows signs of containing the deadly dragon element but shen gaoren doesn't seem to use this element. The shen gaoren is grey/blue in color, but its legs turn red as they experience great pain.

One of shen gaoren's deadliest abilities is its ability to shoot a gigantic ball of acid from its gigantic skull. This acidic ball can corrode armor rather quickly and, in some cases, it can even melt straight through the armor. It's unknown how this monster is able to produce this acid or even fire it out of its skull.

Due to shen gaoren not being seen interacting with other species, it is unknown how it fits into the ecological niche. shen gaoren are relatively passive by nature. They move about without noticing hunters; however, when enraged, it may attempt to attack hunters by using their huge sturdy claws or by moving their legs and pincers wildly. It was recently discovered that shen gaoren attacked villages and cities because they are in its territory. Shen gaoren were found to attack any foe that posed any threat to them, showing these passive giants can be aggressive when they feel that their life is in danger. When shen gaoren gets old enough, or injured in battle, they'll molt.



Shen Gaoren

Gargantuan monstrosity (carapaceon), unaligned

Armor Class 25 (natural armor)
Hit Points 430 (21d20 + 210)
Speed 40 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	5 (-3)	14 (+2)	9 (-1)

Saving Throws Int +6, Wis +11 Cha +8
Skills Perception +11
Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Resistances cold, thunder; (bludgeoning, piercing, and slashing from magical weapons while lao-shun skull is not broken)
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 120 ft., passive Perception 21
Languages —
Challenge 30 (155,000 XP) **Proficiency** +9

Amphibious. The shen gaoren can breathe air and water.

Armored Legs. The shen gaoren has four legs stretching 30 feet up. Each leg can be attacked (AC 16; 25 hit points; immunity to poison and psychic damage, resistances to bludgeoning, piercing, and slashing from nonmagical attacks). Damaging a leg deals no damage to the shen gaoren. Reducing all four legs to 0 hit points causes the shen gaoren to use its Collapse reaction and it can't stand again for 1d4 rounds, when each leg regains its maximum hit points.

Lao-Shun Skull. The shen gaoren protects its vulnerable back with the skull of a Lao Shun (AC 20, 200 HP; immunity to poison and psychic damage, resistances to piercing, and slashing from nonmagical weapons, vulnerable to bludgeoning damage). Damaging the shell deals no damage to the shen gaoren. Once destroyed, the shen gaoren AC is reduced by 2 and it is vulnerable to bludgeoning, piercing, and slashing from magical weapons.

Legendary Resistance (3/Day). If the shen gaoren fails a saving throw, it can choose to succeed instead.

Magic Resistance. The shen gaoren has advantage on saving throws against spells and other magical effects.

Siege Monster. The shen gaoren deals double damage to objects and structures.

Actions

Multiattack. The shen gaoren can use its Summon Hermitaurs. It then makes four Leg attacks and two Claw attacks. If its Lao-Shun Skull is intact, it can replace any of these attacks with its Acid Spit attack.

Acid Spit (Standing Only). *Ranged Weapon Attack.* +19 to hit, reach 60/240 ft., one target. *Hit:* 24 (7d6) acid damage. If the creature is in either metal armor or has a metal shield that is being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the creature has a nonmagical weapon made of metal, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Claws. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained. The shen gaoren can grapple up to two targets, one with each claw.

Legs. *Melee Weapon Attack:* +19 to hit, reach 10 ft. while standing or 5 ft. while prone, one target. *Hit:* 28 (4d8 + 10) bludgeoning damage. If the target is a creature, it must make a DC 27 Strength saving throw or be pushed back 10 feet and knocked prone.

Summon Hermitaurs. The shen gaoren summons 5 (1d10) hermitaurs that appear from underground within 120 feet of the shen gaoren.

Acid Spray (Recharge 5-6). While the shen gaoren's Lao-Shun Skull is intact and it is prone on the ground, it can use this action to release a high pressure stream of poison from its shell while spinning in a circle. Each creature on the ground in a 30-foot radius of shen gaoren must make a DC 27 Dexterity saving throw, taking 99 (18d10) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Collapse. When all four of the shen gaoren's legs are reduced to 0 hit points it falls prone, crushing any creature under or around it. Each creature under or within 5 feet of the shen gaoren must succeed on a DC 27 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 28 (4d8 + 10) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the shen gaoren's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the shen gaoren's space. Creatures do not gain advantage on attack rolls from the shen gaoren being prone from its collapse.

Legendary Actions

The shen gaoren can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shen gaoren regains spent legendary actions at the start of its turn.

Attack. The shen gaoren makes one Claw or Leg attack.

Move. The shen gaoren moves up to half its speed.

Shake Off (Costs 2 Actions). The shen gaoren thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the shen gaoren must make a DC 18 Strength or Dexterity saving throw (creature's choice), or be thrown off the shen gaoren taking 21 (6d6) bludgeoning damage and upon hitting the ground. If the saving throw fails by 5 or more, the creature also falls prone.

Shen Gaoren

Challenge Rating 30 **Carves/Capture** 7

Carve Chance	Material	Slots
1-5	Gaoren Shell	(A,W)
6-9	Gaoren Pincer	(A,W)
10-12	Elder Dragon Bone	(O)
13-16	Gaoren Claw	(W)
17-18	Gaoren Carapace	(A,W)
19-20	Gaoren Spine	(A,W)

ARMOR MATERIAL EFFECTS

Gaoren Shell

Tremor-Proof. You cannot be knocked prone while you wear this armor.

Gaoren Pincer *(Lance & Greatsword Only)*

Your Guard AC bonus now lasts until the start of your next turn and you cannot be knocked prone.

Gaoren Carapace

Guts+2. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a short or long rest.

Gaoren Spine

You are immune to acid damage and resistance to cold, thunder, and lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Gaoren Shell

Your weapon deals an extra 1d8 acid damage.

Gaoren Pincer

Whenever you hit a creature with a melee weapon attack with this weapon, you can restrain the creature instead of dealing damage. You can only have one creature restrained in this way at a time.

Gaoren Claw

When you take the Attack action on your turn, you can replace one of your attacks to exhale acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 8d6 acid damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Gaoren Carapace

The first time you attack with this weapon on each of your turns, you can transfer some or all of the weapon's bonus to your Armor Class, instead of using the bonus on any attacks that turn. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

Gaoren Spine

This weapon stores spells cast into it, holding them until the wielder uses them. You must be attuned to this weapon to use it. The weapon can store up to 7 levels worth of spells at a time. Any creature can cast a spell of 1st through 7th level into the weapon by touching it as the spell is cast. The spell has no effect, other than to be stored in the weapon. If the weapon can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses. While holding this weapon, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability modifier of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the weapon is no longer stored in it, freeing up space.

OTHER MATERIAL EFFECTS

Elder Dragon Bone

Any rarity armor upgrade material.

Players can also carve from the Lao-Shan Skull if it is destroyed during the fight using the loot table below

Lao-Shan Skull

Carves 2

Carve Chance	Material	Slots
1-10	Lao-Shan Scale	(A,W)
11-19	Lao-Shan Shell	(A,W)
20	Lao-Shan Horn	(A,W)

ARMOR MATERIAL EFFECTS

Lao-Shan Scale

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Lao-Shan Shell

Evasion+. You gain a +1 bonus to all saving throws and you have advantage on Dexterity saving throws while you wear this armor.

Lao-Shan Horn

While wearing this armor, any critical hit against you becomes a normal hit.

WEAPON MATERIAL EFFECTS

Lao-Shan Scale

Your weapon deals an extra 2d6 bludgeoning damage and it deals double damage to objects and structures.

Lao-Shan Shell

Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

Lao-Shan Horn

Steady Hand. Your weapon attacks critical hit range is increased by 1 and it bypasses a creatures resistance to slashing damage.

Elder Dragons

A very broad term, the only thing in common amongst all elder dragons is their power which seems to border the mystical as opposed to the wyverns which are all limited to natural laws. It is said that an elder dragon is powerful enough to single handedly bring about the destruction of an ecosystem. In ancient times, they would be mistaken for gods. Many elder dragons feature four legs and wings that are separate limbs, unlike wyverns with two legs and winged forelimbs.

Although all are called dragons, the genus isn't limited to four-legged, winged creatures. Spanning to beasts such as Kirin and Yama Tsukami as well as the more traditional Fatalis. Aside from these are the 'second generation' breeds that all feature a similar build, the Teostra and Kushala Daora are members of this type with all featuring some form of barrier or aura to protect them.

Alatreon

Known as the "Blazing Black Dragon", alatreon possesses control over the fire, thunder, and ice elements, and is said to be elementally unstable. In its scales are each of the three elements which it constantly produces, even when it is dead. However, it is unknown how its scales are able to harness the elements. On top of alatreon's head are two large horns, these horns seem to play some part in alatreon's control over the three elements, however, it is known to scholars if they actually do.

From alatreon living isolated from all other monsters, it is hard to say where it fits in the ecological niche. Due to alatreon living in the Sacred Land, it has changed the area into an inhospitable environment. No living things, including plants, can live in the area due to the constant weather changes that occur in the Sacred Land. alatreon are monsters capable of destroying the world. Some locals even believe that the alatreon is a god or demon which is transformed into an Elder Dragon. Many of alatreon's abilities seem to be unnatural, much like the Fatalis, but not much else is really known about the Elder Dragon.

Alatreon

Huge dragon (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 261 (18d12 + 144)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	26 (+8)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Dex +7, Con +15, Wis +9, Cha +9
Skills Perception +16
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120ft., passive Perception 26
Languages Draconic
Challenge 21 (33,000 XP) **Proficiency** +7

Legendary Resistance (3/Day). If the alatreon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The alatreon makes two Claw attacks and one Bite or Tail attack.

Bite. *Melee Weapon Attack.* +15 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 8) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the alatreon can't use its bite on another target.

Claws. *Melee Weapon Attack.* +15 to hit, reach 10ft., one target. *Hit:* 19 (3d6 + 8) slashing damage.

Tail. *Melee Weapon Attack.* +15 to hit, reach 20ft., one target. *Hit:* 22 (3d8 + 8) bludgeoning damage If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Ice Storm. The alatreon magically creates a hail of rock-hard ice that pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within 150 feet. Each creature in the cylinder must make a DC 23 Dexterity saving throw. A creature takes 17 (3d10) bludgeoning damage and 17 (3d10) slashing damage on a failed save, or half as much damage on a successful one.

Lightning Storm. The alatreon magically creates three bolts of lightning, each of which can strike a target the alatreon can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Flame Strike. The alatreon magically creates a vertical column of fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within 40 feet of the alatreon must make a DC 23 Dexterity saving throw, taking 41 (9d8) fire damage on a failed save, or half as much damage on a successful one.

Breath Weapons (Recharge 5-6). The alatreon uses one of the following breath weapons:

- ***Lightning Breath.*** The alatreon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.
- ***Cold Breath.*** The alatreon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 72 (l6d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The alatreon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The alatreon regains spent legendary actions at the start of its turn.

Attack. The alatreon makes a Bite attack.

Storm (Costs 2 Actions). The alatreon uses its Lightning Storm or Ice Storm.

Tail Sweep(Costs 3 Actions). The alatreon sweeps its tail. Each creature within 30 feet of the alatreon must succeed on a DC 23 Strength saving throw, taking 35 (5d10 + 8) bludgeoning damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The alatreon can then fly 30 feet straight up into the air.

Alatreon

Challenge Rating 21 **Carves** 6

Carve Chance	Material	Slots
1-3	Elder Dragon Blood	(O)
4-7	Alatreon Scute	(A,W)
8-9	Alatreon Talon	(W)
10-11	Alatreon Webbing	(A,W)
12-14	Alatreon Tail	(W)
15-18	Alatreon Plate	(A,W)
19	Skypiercer	(A,W)
20	Azure Dragongem	(W)

ARMOR MATERIAL EFFECTS

Alatreon Scute
Blightproof. While wearing this armor you are immune to blight spells, spell like abilities, and conditions.

Alatreon Webbing
Evade Extender (L). You gain a +3 bonus to Dexterity saving throws while you wear this armor.

Alatreon Plate
While wearing this armor, any critical hit against you becomes a normal hit.

Skypiercer
You have resistance to piercing damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Alatreon Scute
Awaken. When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls one additional damage die when it hits. For example a shortsword now rolls 2d6 and a greatsword deals 3d6.

Alatreon Talon
Critical Element. When you critically hit with a weapon or spell that deals cold, fire, lightning, necrotic, or thunder damage, you deal an extra 1d6 damage of that type. Additionally if a creature fails its saving throw by 5 or more against a spell that deals one of the above damage types, you deal an extra 1d6 of that damage type to it.

Alatreon Webbing *(Ranged Weapon Only)*
Bonus Shot. When you take the attack action, you can make one additional attack with this weapon as a bonus action.

Alatreon Tail
You gain +3 to spell attack rolls and you ignore half cover when making a spell attack.

Alatreon Plate
Your weapon deals an extra 1d10 damage. This damage can be cold, fire, lightning, or necrotic damage (your choice).

Skypiercer
Elemental Atk Up. If your weapon deals cold, fire, lightning, or necrotic damage and you hit a creature with this weapon; roll one additional damage die for the elemental damage.

Azure Dragongem *(Druid, Sorcerer, Warlock, & Wizard Only)*
The weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *call lightning* (3 runes). *flame strike* (5 runes), or *ice storm* (4 runes).

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune, roll a d20. On a 1. the weapon cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Tempered Alatreon

Within the New World, the alatreon has taken on a unique form of water element alongside its four existing elements. The alatreon is also capable of creating unique ice structures that explode when struck. Finally, alatreon's mastery over the elements has been enhanced beyond what was previously known, allowing the alatreon to take on unique active forms based on three core elements; fire state, ice state and dragon state. When transitioning between its dragon state and either fire or ice state, alatreon will generate an immense pool of elemental energy, eventually allowing it to execute a devastating burst of elements known as the Escaton Judgment, decimating any who are unfortunate enough to be within the vicinity of this tremendous power.

Tempered Alatreon

Gargantuan dragon (elder), unaligned

Armor Class 24 (natural armor)
Hit Points 820 (39d20 + 390)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	30 (+10)	14 (+2)	23 (+6)	24 (+7)

Saving Throws Dex +10, Con +19
Skills Athletics +19, Perception +15
Damage Resistances lightning; bludgeoning, piercing, and slashing from weapons that aren't adamantine
Condition Immunities charmed, frightened, poisoned
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 25
Languages Draconic
Challenge 30 (155,000 XP) **Proficiency** +9

Active State (Mythic Trait). The alatreon has three states it can take. They are the dragon state, fire state, and the ice state. Each state provides benefits and detriments depending on which state it is in, as shown below:

- **Fire State.** While in the fire state, the alatreon is immune to fire damage, but vulnerable to cold damage.
- **Dragon State.** While in the dragon state, the alatreon is resistant to all damage except for necrotic, poison, and psychic damage.
- **Ice State.** While in the ice state, the alatreon is immune to cold damage, but vulnerable to fire damage.

The alatreon begins combat in either the fire state or ice state. When it begins combat in the fire state, the order of the states it changes into is: fire, dragon, ice, dragon and then repeats. When it starts in the ice stage, the order is: ice, dragon, fire, dragon and then repeats.

Whenever the alatreon hit points are reduced by 100 in its current active state it changes its state to the next one in the order and uses a special reaction to use its element burst. This special reaction can be used even if the alatreon has already used its reaction this round.

Elemental Overload. The alatreon gains 1 charge for every 10 elemental damage (fire, cold, lightning) it takes from a single attack or spell. The charges reset to 0 after the alatreon uses its escaton judgement.

Horns. the alatreon has two horns, each which can be attacked and broken (AC 30; 200 hit points; resistant to bludgeoning, piercing, slashing damage that do not deal siege damage; immunity to poison, psychic, and the damage immunity alatreon gains from its current active state). Dealing damage to the horn deals no damage to the alatreon. When a horn is broken the alatreon reverts back to its previous active state.

Legendary Limit. The alatreon can only use each legendary action once per round.

Legendary Resistance (3/Day). If the alatreon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The alatreon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The alatreon's weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Actions

Multiattack. The alatreon makes two Claw attacks and one Bite or Tail attack.

Bite. *Melee Weapon Attack.* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage plus 3 (1d6) necrotic damage and the target must make a DC 27 Constitution saving throw or be afflicted with dragonblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the dragonblight on itself on a success.

Claws. *Melee Weapon Attack.* +19 to hit, reach 10ft., one target. *Hit:* 17 (2d6 + 10) slashing damage plus 3 (1d6) necrotic damage and the target must make a DC 27 Constitution saving throw or be afflicted with dragonblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the dragonblight on itself on a success.

Tail. *Melee Weapon Attack.* +19 to hit, reach 20ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage and the target must make a DC 27 Strength saving throw or knocked prone.

Elemental Breath (Recharge 5-6). Roll a d4 each time you use this action to determine what element the alatreon exhales. On a 1, fire damage; On a 2, cold damage; On a 3, necrotic; On a 4, lightning. The alatreon exhales the rolled element in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw or take 63 (18d6) of the rolled elemental damage on a failed save, or half as much damage on a successful one.

Escaton Judgement (Once during the second dragon state, each time the active state order repeats). The alatreon swoops down from the sky (without provoking opportunity attacks) if it is not already on the ground and begins gathering energy until the start of its next turn. While charging the alatreon is immune to the incapacitated, stunned, paralyzed, and unconscious conditions.

On its next turn, the alatreon can use its action to release the energy it has gathered in a 600-foot-radius-sphere around it. All terrain above ground level in that area is obliterated and each creature in that area must make a DC 30 Dexterity saving throw or take 210 (60d6) force damage on a failed save, or half as much damage on a successful one.

The number of damage dice this action deals can be reduced by 10d6 for each horn broken and by an additional #d6 where # is equal to the number of charges its elemental overload has.

Legendary Actions

The alatreon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The alatreon regains spent legendary actions at the start of its turn.

Fly. The alatreon flies up to half its fly speed without provoking opportunity attacks.

Detect. The alatreon makes a Wisdom (Perception) check.

Water Breath. The alatreon fires five water globules, each at a different point within a 150-foot cone in front of it. Each creature within a 5-foot radius of a point must make a DC 27 Dexterity saving throw or take 14 (4d6) acid damage and be afflicted with waterblight for 1 minute on a failed save, or half as much damage and is not afflicted with waterblight on a successful one.

A creature in the area of more than one globule, makes its saving throw at disadvantage, but does not take any additional damage. A creature can repeat the saving throw at the end of each of its turns, ending the waterblight on itself on a success.

Arc Lightning. The alatreon magically causes lightning to strike, originating from a space within 120 feet of it. the lightning travels along a 45-foot long line, that is 5 feet wide. It then causes lightning to strike along another 45-foot long, 5-foot-wide line, but this line must begin in a 5-foot space of the original lightning strikes or pass through it at one point in the line. Each creature in a line, must make a DC 27 Dexterity saving throw or take 22 (5d8) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and is not afflicted with thunderblight on a successful one.

A creature in the area of more than one line, makes its saving throw at disadvantage, but does not take any additional damage. A creature can repeat the saving throw at the end of each of its turns, ending the thunderblight on itself on a success.

Lightning Storm. Numerous bolts of lightning strike the ground around the alatreon. Choose three creatures within 120 feet of the alatreon, each creature must make a DC 27 Dexterity saving throw, taking 22 (4d10) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and is not afflicted with thunderblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the thunderblight on itself on a success.

Mythic Actions

The alatreon can use the options below as legendary actions depending on which state it is currently in, as determined by its mythic trait:

Dragon State. The alatreon can use the following legendary actions while in the dragon state.

- ***Multiattack.*** The alatreon uses its multiattack.
- **Dragon Rush** The alatreon moves up to half its fly speed in a straight line, during this move it can move through other creatures without provoking opportunity attacks. Each creature or object the alatreon moves through must succeed on a DC 27 Dexterity saving throw, taking 17 (2d6 + 10) slashing damage plus 10 (3d6) necrotic damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Fire State. The alatreon can use the following legendary actions while in the fire state.

- ***Fireball.*** The alatreon exhales a fireball which explodes at a point within 120 feet of it. Each creature in a 15-foot radius sphere centered on that point must make a DC 27 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.
- ***Fire Breath Y.*** The alatreon exhales fire in a 45-foot line that is 5 feet wide and then splits into a two more lines forming a "Y" shape that are 30 feet long and wide 5 feet. Each creature in a line must make a DC 27 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.
- ***Scorched Earth.*** The alatreon rises 30 feet into the air, without provoking opportunity attacks, and exhales flames that covers the ground in a 30-foot radius centered on a point directly below it. The ground continues to burn until the start of the alatreon's next turn. Flammable objects in the area that aren't being worn or carried ignite. A creature that starts its turn in the area or enters it for the first time on a turn takes 10 (3d6) fire damage and ignites. Until a creature takes an action to douse the fire, the burning creature takes 7 (2d6) fire damage at the start of each of its turns. When a creature moves into or within the area, it takes 7 (2d6) fire damage for every 5 feet it travels.

Ice State. The alatreon can use the following legendary actions while in the ice state.

- ***Frost Breath.*** The alatreon rises 30 feet into the air, without provoking opportunity attacks, and exhales frost that covers the ground in a 30-foot radius centered on a point directly below it. The frost remains until the start of the alatreon's next turn and Each creature that starts its turn in that area must make a DC 27 Constitution saving throw or take 17 (5d6) cold damage and be afflicted with iceblight for 1 minute on a failed save, or half as much damage and is not afflicted with iceblight on a successful one. When a creature moves into or within the area, it takes 7 (2d6) cold damage for every 5 feet it travels.
- ***Ice Shards.*** The alatreon freezes the air around it creating ice shards that fill a 5-foot-cube in the air above each creature in a 90-foot radius around it, before they plummet to the ground. Each creature in that area must make a DC 27 Dexterity saving throw, taking 13 (3d8) cold damage plus 18 (4d8) bludgeoning damage, is pushed 5 feet into an unoccupied space, and is knocked prone on a failed save, or half as much damage, is pushed 5 feet into an unoccupied space, but isn't knocked prone on a

successful one. If there are no unoccupied spaces around the creature, it fails its saving throw and is knocked prone under the ice chunk until it melts, is destroyed, or it succeeds on a DC 20 Athletics check.

The ice shards remain in the spaces they land in until they melt at the start of the alatreon's next turn. The ice shards can be attacked and destroyed (AC 10; 10 hit points; vulnerable to fire damage; immune to cold, poison, and psychic damage). If the ice shard takes necrotic damage, it instead explodes in a 15-foot radius dealing 4 (1d8) piercing damage to each creature in that area.

Reactions

Element Burst. When the alatreon changes active states it can use this special reaction to release elemental energy into the area around it. Each creature in a 30-foot radius-sphere around the alatreon must make a DC 27 Dexterity saving throw, taking 24 (7d6) damage on a failed save or half as much damage on a successful one. The damage type is determined by the active state the alatreon changes into: fire damage for fire state, necrotic damage for dragon state, and cold damage for ice state.

Tempered Alatreon

Challenge Rating 30 **Carves** 6

Carve Chance	Material	Slots
1-3	Elder Dragon Blood	(O)
4-7	Elder Dragon Bone	(O)
8-9	Alatreon Mantle	(A,W)
10-11	Alatreon Riptalon	(A,W)
12-14	Alatreon Pallium	(A,W)
15-16	Alatreon Diretail	(A,W)
17-18	Alatreon Direwing	(A,W)
19	Skyswayer	(A,W)
20	Azure Dragonsphere	(A,W)

ARMOR MATERIAL EFFECTS

Alatreon Mantle

Blightproof. While wearing this armor you are immune to blight spells, spell like abilities, and conditions.

Alatreon Riptalon

Evasion+. You gain a +1 bonus to all saving throws and you have advantage on Dexterity saving throws while you wear this armor.

Alatreon Pallium

While wearing this armor you can use an action to cast the *control weather* spell from it. Once used, you can't use this property again for 1 week.

Alatreon Diretail

Iron Wall+. You have a +3 bonus to your armor class while you wear this armor.

Alatreon Direwing

Health Boost+2. While wearing this armor, your hit point maximum increases by 3 for each character level you have.

Skyswayer

While wearing this armor you have advantage on saving throws against spells and other magical effects.

Azure Dragonsphere

You are immune to force damage and resistant to necrotic damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Alatreon Mantle

Critical Element. When you critically hit with a weapon or spell that deals cold, fire, lightning, necrotic, or thunder damage, you deal an extra 1d10 damage of that type. Additionally if a creature fails its saving throw by 5 or more against a spell that deals one of the above damage types, you deal an extra 1d10 of that damage type to it.

Alatreon Riptalon

Resentment. Until the end of your turn, you gain a +2 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

Alatreon Pallium

Critical Eye+2. Your weapon attacks critical hit range is increased by 3.

Alatreon Diretail

While you are attuned to this weapon, your cold, fire, and lightning spells bypass a creatures resistance and immunities.

Alatreon Direwing

Your weapon deals an extra 1d12 damage. This damage can be cold, fire, lightning, or necrotic damage (your choice).

Skyswayer

Critical Status (Blight). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is afflicted with dragonblight, iceblight, thunderblight, or waterblight (your choice) until the end of its next turn.

Azure Dragonsphere

Power Prolonger. Depending on which weapon this material is placed into, it gains the following benefits:

- **Dual Blades.** *Demon/Archdemon Mode* duration is increased by 30 seconds.
- **Great Sword.** *Guard* grants a +4 AC bonus for the duration of the turn it is used.
- **Hunting Horn.** *Melodies* duration is increased by 1 minute.
- **Insect Glaive.** *Kinsects Essence* duration is increased by 1 minute.
- **Lance.** *Powerguard* grants a +4 AC bonus for the duration of the turn it is used.
- **Switch Axe.** You regain one extra expended charge when you hit a creature in axe mode.
- **Tonfas.** *Earth Style.* weapon damage die is increased to a d10.

OTHER MATERIAL EFFECTS

Elder Dragon Blood

Any rarity weapon upgrade material.

Elder Dragon Bone

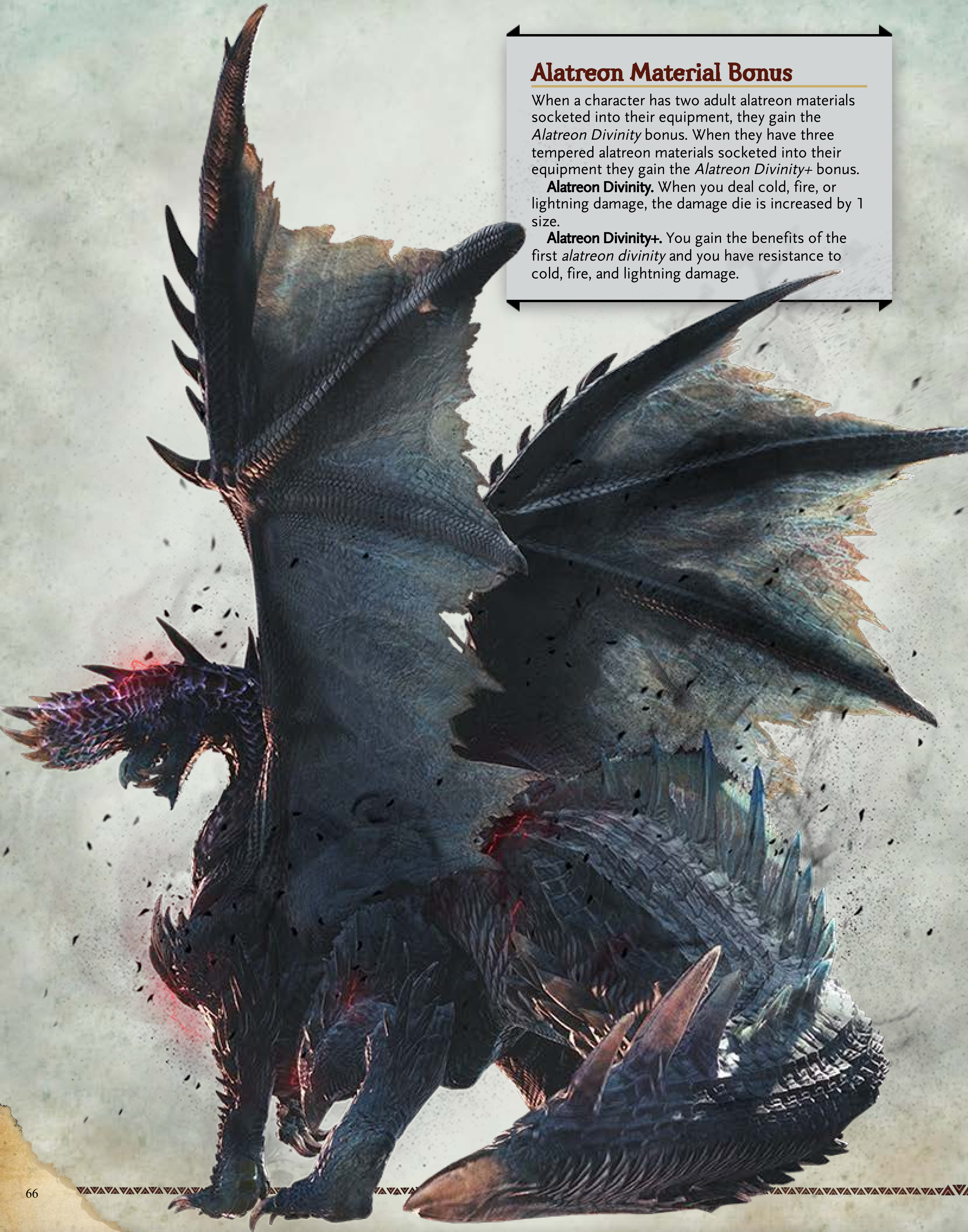
Any rarity armor upgrade material.

Alatreon Material Bonus

When a character has two adult alatreon materials socketed into their equipment, they gain the *Alatreon Divinity* bonus. When they have three tempered alatreon materials socketed into their equipment they gain the *Alatreon Divinity+* bonus.

Alatreon Divinity. When you deal cold, fire, or lightning damage, the damage die is increased by 1 size.

Alatreon Divinity+. You gain the benefits of the first *alatreon divinity* and you have resistance to cold, fire, and lightning damage.



Amatsumagatsuchi (Amatsu)

The Amatsumagatsuchi, Amatsu for short, have a unique body structure. The head itself is quite small, though it is adorned with massive golden horns, flanked by tendrils of flesh. These horns show that nothing will attack Amatsu due to its sheer power. Amatsu's body is largely pale white in color, and covered entirely in fins that stretch along all four limbs, which contribute to its ability to fly smoothly through the air. From its back rise more pointed fins, whereas its underside is grey and scaled. When angered, red veins stand out more prominently in its wing membranes, and when near death, its chest, horns and eyes shine with a faint golden luminescence. Its control over storms surpasses even that of Kushala Daora, this power comes from a unique jade colored organ called the "Storm Vesicle".

This organ stores large amounts of water and is how Amatsu is able to produce its terrifying storms. Its most deadly form of attack is a massive beam of wind and water fired from its mouth; when the beam hits the ground, it releases a torrent of water on anything nearby the point of impact. Once an Amatsu dies, the storm it made will dissipate within seconds. Showing this unique hard jade colored organ has great power.

Living mainly in the sky and mountain tops, the Amatsu is a mainly passive Elder Dragon, but the frequency that it creates storms is dependent on its mood. It does not take kindly to anything invading its airspace. When truly angered, it does not calm down easily. It is also known to take claim of a resting ground for its territory going as far as chasing out predators as powerful as groups of Zinogre if it wants their home as its own.

Amatsumagatsuchi

Gargantuan dragon (elder), unaligned

Armor Class 17 (natural armor)
Hit Points 181 (11d20 + 66)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +12, Wis +8, Cha +9
Skills Acrobatics +6, Perception +8
Damage Resistances cold, thunder
Damage Immunities acid, radiant
Condition Immunities charmed, exhaustion, frightened, prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Draconic, Primordial
Challenge 17 (18,000 XP) **Proficiency** +6

Legendary Resistance (2/Day). If the amatsu fails a saving throw, it can choose to succeed instead.

Wind Barrier. A barrier of strong wind surrounds the amatsu in a 10-foot radius around it. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the barrier. Loose, lightweight materials brought into the barrier fly upward. Arrows, bolts, and other ordinary projectiles launched at the amatsu are deflected upward and automatically miss. (Magic arrows, boulders hurled by Giants or siege engines, and similar projectiles, are unaffected.) Creatures in Gaseous Form can't pass through the barrier.

Suppressed Power. The amatsu is unable to use its Grand Vortex Beam while it is above half of its maximum hit points (90).

Actions

Multiattack. The amatsu makes one Tail attack and one Bite attack. It can replace any of these attacks with a Water Beam attack.

Bite. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 20 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target must make a DC 20 Strength saving throw or be knocked prone.

Water Beam. *Ranged Weapon Attack.* +6 to hit, reach 150/600 ft., one target. *Hit:* 23 (5d8) acid damage.

Wind Vortex (Recharge 5-6). The amatsu conjures a swirling vortex of hurricane winds centered on itself. Each creature within 100 feet of the amatsu must make a DC 20 Strength saving throw or be pulled 30 feet towards the amatsu. A creature that is pulled within 30 feet of the amatsu or is already within that range must make a DC 20 Strength saving throw or be thrown 130 feet straight up into the air on a failed save, or half as high on successful one. If a thrown target strikes a solid surface upon landing, the target takes 3 (1d6) bludgeoning damage for every 10 feet it fell.

Grand Vortex Beam (Recharge 6). The amatsu exhales three high pressure beams of water in different directions in front of it. Each beam is a 60-foot line that is 5 feet wide. Each creature in a line must make a DC 20 Dexterity saving throw, taking 82 (15d10) acid damage on a failed save, or half as much damage on a successful one.

Control Weather (1/day). The amatsu can alter the weather in a 6-mile radius centered on it. The amatsu doesn't need to be outdoors; otherwise the effect is identical to the control weather spell.

Legendary Actions

The amatsu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The amatsu regains spent legendary actions at the start of its turn.

Bite Attack. The amatsu makes a bite attack.

Detect. The amatsu makes a Wisdom (Perception) Check.

Whirlwind (Costs 3 Actions). The amatsu chooses 3 unoccupied 5-foot cubes within 5 feet of it. An elemental force that resembles a dust devil appears in the cubes and move in a straight line 60 feet away from the amatsu before dispersing. Each creature in a lines must make a DC 20 Strength saving throw, taking 18 (4d8) thunder damage on a failed save or half as much damage on a successful one.

Amatsumagatsuchi

Challenge Rating 17 **Carves** 6

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	Amatsu Carapace	(A)
9-11	Amatsu Pleura	(W)
12-13	Storm Vesicle	(A,W)
14	Amatsu Webbing	(A,W)
15	Amatsu Hardclaw	(W)
16-18	Amatsu Stormtail	(A,W)
19	Amatsu Horn	(A,W)
20	Heavenly Dragongem	(A,W)

ARMOR MATERIAL EFFECTS

Amatsu Carapace
When a ranged weapon attack hits you while wearing this armor, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

Storm Vesicle
While you wear this armor, you can cast the *levitate* spell from it as an action at will, but can target only yourself when you do so.

Amatsu Webbing
Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Amatsu Stormtail
You have advantage on saving throws against spells while you wear this armor.

Amatsu Horn
You are immune to acid damage while you wear this armor.

Heavenly Dragongem
Wind Barrier+. While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have three-quarters cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 10-foot radius around you. Once used, you can't use this property again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Amatsu Pleura *(Druid, Sorcerer, Warlock & Wizard Only)*
This weapon has 8 runes. While holding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *dragon's breath* (cold) (1 rune), *fog cloud* (1 rune), *gust of wind* (2 runes), *wind wall* (3 runes) or, *sleet storm* (3 rune). The weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Storm Vesicle
Partbreaker+2. You deal an extra 1d8 weapon damage when you critically hit with this weapon.

Amatsu Webbing
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Amatsu Hardclaw
Latent Power +1. When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

Amatsu Stormtail
Your weapon deals an extra 1d8 radiant damage.

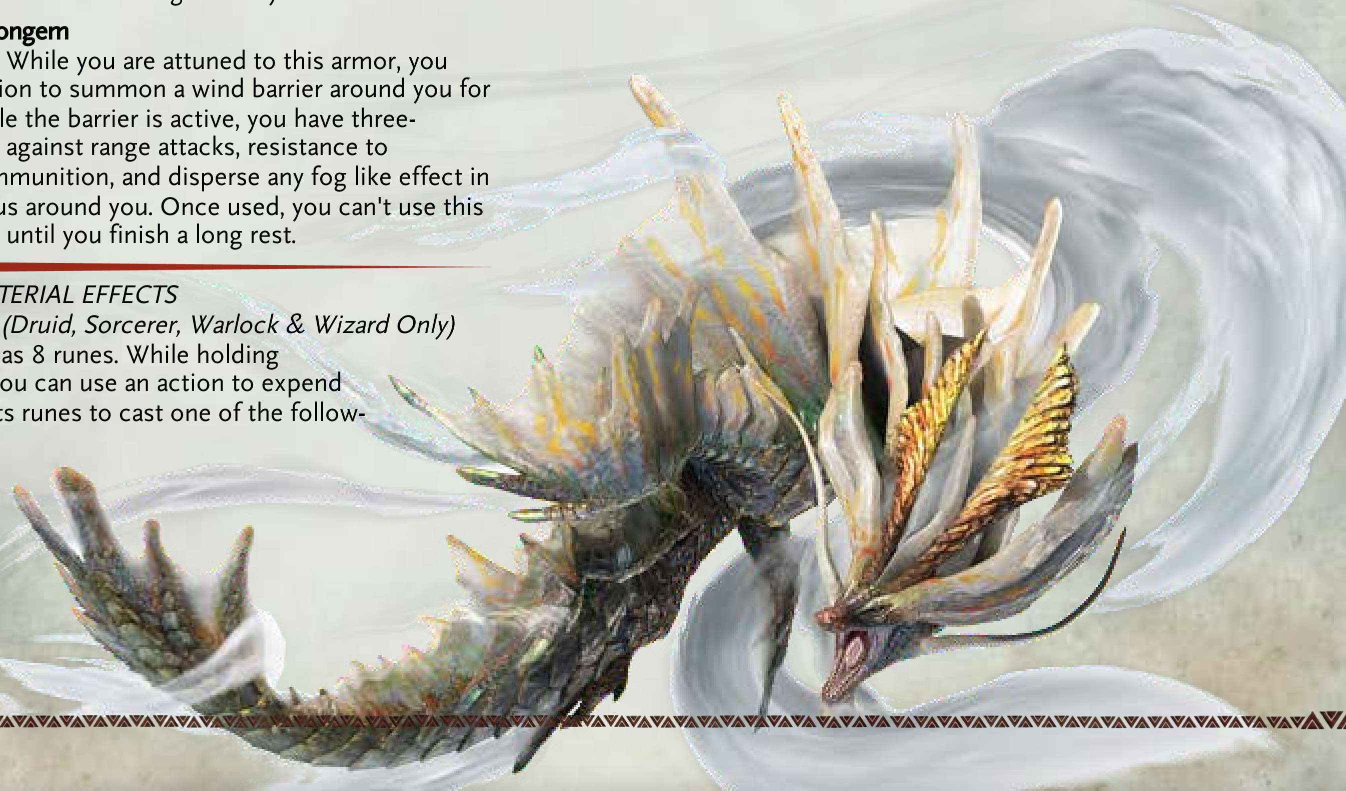
Amatsu Horn
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals thunder damage.

Heavenly Dragongem *(Spellcaster Only)*
While attuned to this weapon you can use an action to cast the *control weather* spell from it. Once used, you can't use this property again for 1 week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.



Tempered Amatsu

Gargantuan dragon (elder), unaligned

Armor Class 23 (natural armor)
Hit Points 429 (26d20 + 156)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Acrobatics +8, Perception +10
Damage Resistances cold, thunder
Damage Immunities acid, radiant
Condition Immunities charmed, exhaustion, frightened, prone
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 20
Languages Draconic, Primordial
Challenge 25 (75,000 XP or 150,000 XP as a mythical encounter) **Proficiency** +8

Storm God State (Recharges after a Short or Long Rest). If the amatsu would be reduced to 0 hit points, its current hit point total instead resets to 346 (21d20 + 126) hit points, it recharges its Grand Vortex and Wind Vortex, and it regains any expended uses of Legendary Resistance. Additionally, the amatsu can now use Calamity Storm and the options in the "Mythic Actions" section for 1 hour.

Greater Wind Barrier. A barrier of strong wind surrounds the amatsu in a 10-foot radius around it. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the barrier. When a Medium flying creature starts its turn within the barrier or when it enters it for the first time on a turn, it must succeed on a DC 22 Strength saving throw be pushed out of the barrier and can't attempt to pass through it until the start of its next turn.

Loose, lightweight materials brought into the barrier fly upward. Arrows, bolts, and other ordinary projectiles launched at the amatsu are deflected upward and automatically miss. (Magic arrows, boulders hurled by Giants or siege engines, and similar projectiles, are unaffected.) Creatures in Gaseous Form can't pass through the barrier.

Living Storm. The amatsu is always at the center of a storm 1d6 + 4 miles in diameter. Heavy precipitation in the form of either rain or snow falls there, causing the area to be lightly obscured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing. In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

Legendary Resistance (3/Day). If the amatsu fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The amatsu makes one Tail attack and two Water Beam attacks.

Bite. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Tail. *Melee Weapon Attack.* +14 to hit, reach 20 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target must make a DC 22 Strength saving throw or be knocked prone.

Water Beam. *Ranged Weapon Attack.* +14 to hit, reach 150/600 ft., one target. *Hit:* 23 (5d8) acid damage.

Water Bubble. Amatsu expels a giant water bubble at a point within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 22 Dexterity saving throw, taking 42 (12d6) acid damage and be afflicted with waterblight for 1 minute on a failed save, or half as much damage and isn't afflicted on a successful one.

Wind Vortex (Recharge 5-6). The amatsu conjures a swirling vortex of hurricane winds centered on itself. Each creature within 100 feet of the amatsu must make a DC 22 Strength saving throw or be pulled 30 feet towards the amatsu. A creature that is pulled within 30 feet of the amatsu or is already within that range must make a DC 22 Strength saving throw or be thrown 160 feet straight up into the air on a failed save, or half as high on successful one. If a thrown target strikes a solid surface upon landing, the target takes 3 (1d6) bludgeoning damage for every 10 feet it fell.

Grand Vortex (Recharge 6). The amatsu exhales three high pressure beams of water in different directions in front of it. Each beam is a 90-foot line that is 10 feet wide. Each creature in a line must make a DC 22 Dexterity saving throw, taking 82 (15d10) acid damage on a failed save, or half as much damage on a successful one. If the amatsu is in its supercharged state, it fires a second beam adjacent to the original.

Calamity Storm (Storm God State Only; Recharges after a Long Rest). Lightning continuously crackles and strikes the ground centered on a point directly below the amatsu. Each creature that starts or ends its turn in a 300-foot-radius area centered on that point takes 31 (9d6) lightning damage. Until the start of its next turn, the amatsu can't use its legendary actions and is immune to the incapacitated, stunned, paralyzed, and unconscious conditions.

On its next turn, the amatsu can use its action to release an explosion of lightning around it. Each creature within 120 feet of the amatsu must make a DC 22 Dexterity saving throw, taking 99 (22d8) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The amatsu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The amatsu regains spent legendary actions at the start of its turn.

Bite Attack. The amatsu makes a Bite attack.

Wind Wall. The amatsu forms a barrier of wind around itself until the end of its next turn, or after it uses an action or another legendary action. While the barrier is present the amatsu is heavily obscured, it's speed is reduced to 0, it has advantage on its next attack roll, and creatures have disadvantage on saving throws against effects created by the amatsu (except calamity storm).

Tail Spin Costs 2 Actions). The amatsu makes one Tail attack against each creature within 10 feet of it. A creature that fails its saving throw is also pushed up to 10 feet away.

Whirlwind (Costs 3 Actions). The amatsu chooses three unoccupied 5-foot cubes within 5 feet of it. An elemental force that resembles a dust devil appears in the cubes and move in a straight line 60 feet away from the amatsu before dispersing. Each creature in a line must make a DC 22 Strength saving throw, taking 36 (8d8) thunder damage on a failed save or half as much damage on a successful one.

Mythic Actions

If the amatsu's Storm God State trait has activated in the last hour, it can use the options below as legendary actions.

Lightning Shurikens. Amatsu creates whips two wheels of lightning energy at different creatuures within 60 feet of it. Each creature must make a DC 22 Dexterity saving throw, taking 31 (9d6) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Storm (Costs 2 Actions). Amatsu calls down lightning. Each creature within 30 feet of the amatsu must make a DC 22 Dexterity saving throw or take 45 (10d8) lightning damage and be afflicted with thunderblight for 1 minute on a failed saved, or half as much damage and isn't afflicted on a successful one.

Tempered Amatsu

Challenge Rating 25 **Carves** 6

Carve Chance	Material	Slots
1-2	Elder Dragon Blood x2	(O)
3-4	Elder Dragon Bone x2	(O)
5-8	Amatsu Cortex	(A)
9-11	Amatsu Heavypleura	(W)
12-13	Storm Vesicle Clump	(A,W)
14	Amatsu Membrane	(A,W)
15	Amatsu Hardclaw	(W)
16-18	T.Amatsu Stormtail	(A,W)
19	Amatsu Hardhorn	(A,W)
20	Heavenly Dragonsphere	(A,W)

ARMOR MATERIAL EFFECTS

Amatsu Cortex
When a ranged weapon attack hits you while wearing this armor, you can use your reaction to reduce the damage by 2d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

Storm Vesicle Clump
While you wear this armor, you can cast the *levitate* spell from it as an action at will, but can target only yourself when you do so. Additionally, you move up to your speed while levitating on your turn, but only horizontally when you do.

Amatsu Membrane
Evasion+. You gain a +1 bonus to all saving throws and you have advantage on Dexterity saving throws while you wear this armor.

T.Amatsu Stormtail
You have advantage on saving throws against spells while you wear this armor.

Amatsu Hardhorn
You are immune to acid damage and resistant to lightning damage while you wear this armor.

Heavenly Dragonsphere
Wind Barrier+. While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have three-quarters cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 10-foot radius around you. Once used, you can't use this property again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Amatsu Heavypleura *(Spellcaster Only)*
While attuned to this weapon you can use an action to cast the *control weather* spell from it. Once used, you can't use this property again for 1 week.

Storm Vesicle Clump
Partbreaker+3. You deal an extra 1d10 damage when you critically hit with this weapon.

Amatsu Membrane
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Amatsu Hardclaw
Latent Power +2. When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

T.Amatsu Stormtail
Your weapon deals an extra 1d10 radiant damage.

Amatsu Hardhorn
You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals acid or lightning damage.

Heavenly Dragonsphere *(At least one spell is in your spell list)*
This weapon has 10 runes. While holding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *dragon's breath* (cold) (1 rune), *fog cloud* (1 rune), *gust of wind* (2 runes), *wind wall* (3 runes) or, *sleet storm* (3 rune), *whirlwind* (7 runes), *storm of vengence* (9 runes). The weapon regains 1d8 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Heaven-Sent

Set Bonus (2): When you have two or more tempered amatsu materials slotted into your equipment you are attuned to, you gain the Divine Blessing +4 material effect.

- *Divine Blessing+4.* When you take damage you are not immune or resistant to, roll a d12 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

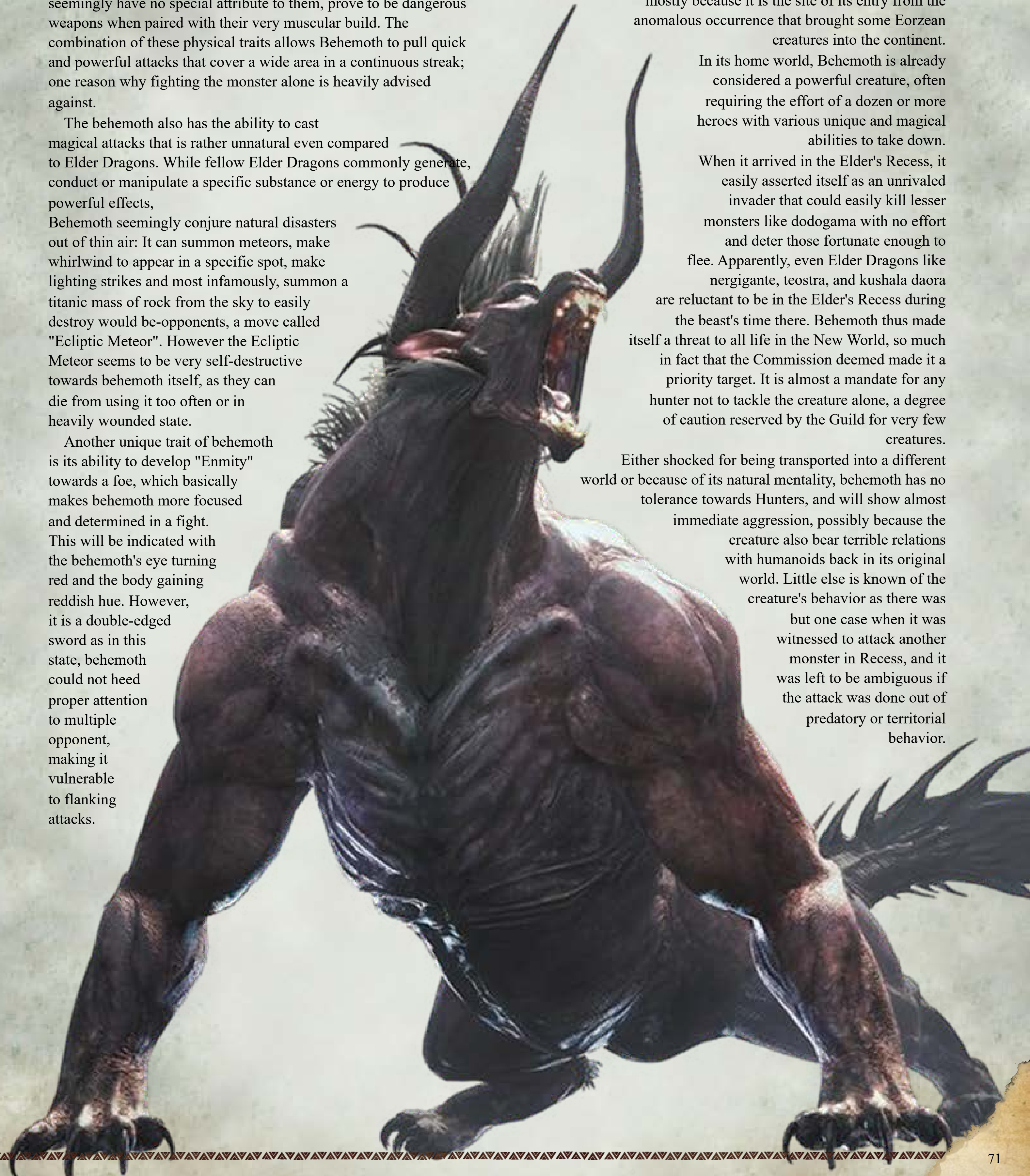
Set Bonus (3): You can use Divine Blessing on damage you are resistant to.
Set Bonus (4): You can use Divine Blessing a number of times equal to double your proficiency bonus and if you roll a 6 or higher, you end one condition of your choice affecting you.

Behemoth

The behemoth has a proportion of size, weight and speed that can easily be described as nature-defying. The creature is almost as big as the recently discovered Xeno'jiiva, although it could move as fast as nergigante. It also has powerful horns and claws that while seemingly have no special attribute to them, prove to be dangerous weapons when paired with their very muscular build. The combination of these physical traits allows Behemoth to pull quick and powerful attacks that cover a wide area in a continuous streak; one reason why fighting the monster alone is heavily advised against.

The behemoth also has the ability to cast magical attacks that is rather unnatural even compared to Elder Dragons. While fellow Elder Dragons commonly generate, conduct or manipulate a specific substance or energy to produce powerful effects,
Behemoth seemingly conjure natural disasters out of thin air: It can summon meteors, make whirlwind to appear in a specific spot, make lighting strikes and most infamously, summon a titanic mass of rock from the sky to easily destroy would be-opponents, a move called "Ecliptic Meteor". However the Ecliptic Meteor seems to be very self-destructive towards behemoth itself, as they can die from using it too often or in heavily wounded state.

Another unique trait of behemoth is its ability to develop "Enmity" towards a foe, which basically makes behemoth more focused and determined in a fight. This will be indicated with the behemoth's eye turning red and the body gaining reddish hue. However, it is a double-edged sword as in this state, behemoth could not heed proper attention to multiple opponent, making it vulnerable to flanking attacks.



The behemoth came from the entirely different world of Eorzea and thus does not consider any habitat charted by the Guild its home. The Elder's Recess of the New World is the only locale the monster was ever known to prowl, mostly because it is the site of its entry from the anomalous occurrence that brought some Eorzean creatures into the continent.

In its home world, Behemoth is already considered a powerful creature, often requiring the effort of a dozen or more heroes with various unique and magical abilities to take down.

When it arrived in the Elder's Recess, it easily asserted itself as an unrivaled invader that could easily kill lesser monsters like dodogama with no effort and deter those fortunate enough to flee. Apparently, even Elder Dragons like nergigante, teostra, and kushala daora are reluctant to be in the Elder's Recess during the beast's time there. Behemoth thus made itself a threat to all life in the New World, so much in fact that the Commission deemed made it a priority target. It is almost a mandate for any hunter not to tackle the creature alone, a degree of caution reserved by the Guild for very few creatures.

Either shocked for being transported into a different world or because of its natural mentality, behemoth has no tolerance towards Hunters, and will show almost immediate aggression, possibly because the creature also bear terrible relations with humanoids back in its original world. Little else is known of the creature's behavior as there was but one case when it was witnessed to attack another monster in Recess, and it was left to be ambiguous if the attack was done out of predatory or territorial behavior.

Behemoth

Gargantuan monstrosity (elder), Chaotic Evil

Armor Class 22 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	27 (+8)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Str +16, Con +16, Wis +12, Cha +14
Skills Athletics +16, Investigation +11, Perception, +12
Damage Resistances fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Senses truesight 120 ft., passive Perception 22
Languages Abyssal, Deep Speech, Infernal
Challenge 27 (105,000 XP) **Proficiency** +8

Apocalypse. The behemoth can only use its Ecliptic Meteor if it is below one-quarter of its maximum hit points (112), or if it has used Comet action three times in the same battle.

Legendary Resistance (3/Day). If the behemoth fails a saving throw, it can choose to succeed instead.

Magic Resistance. The behemoth has advantage on saving throws against spells and other magical effects.

Siege Monster. behemoth deals double damage to objects and structures.

Actions

Multiattack. The behemoth uses Frightful Presence. It then makes one Claw attack, one Horn attack, and one Tail attack.

Claw. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage. On a hit or miss, flames erupt from the ground and the target must make a DC 22 Dexterity saving throw, taking 27 (5d10) fire damage on a failed save.

Horns. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the behemoth's choice that is within 120 feet of the behemoth and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the behemoth's Frightful Presence for the next 24 hours.

Thunderbolt. The behemoth magically creates two bolts of lightning, each of which can strike a target the behemoth can see within 120 feet of it. Each target must make a DC 22 Dexterity saving throw, taking 31 (9d6) lightning damage on a failed save, or half as much damage on a successful one.

Comet (Recharge 5-6). The behemoth conjures a 10-foot wide, 10-foot tall chunk of burning rock from the sky that strikes a location it can see within 120 feet of it. Each creature within a 30-foot radius of the impact must make a DC 22 Dexterity saving throw, taking 33 (6d10) bludgeoning damage and 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.

Upon impact the comet becomes part of the environment, any creature that was directly under the comet's impact pushed 5 feet out of the comet's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls and is restrained (Escape DC 20) under the comet, taking 11 (2d10) fire damage at the start of each of its turns while restrained in this way.

Ecliptic Meteor (1/day). The behemoth summons an enormous magic circle in the sky. From it, a massive 30-foot wide meteor begins to fall from the sky. At the beginning of the behemoth's next turn, even if it dies, the meteor hits the ground in the location the behemoth summoned it from. Each creature, besides the behemoth, within a 300-foot sphere of the meteor's impact point must make a DC 22 Dexterity saving throw. On a failed save, the creature takes 58 (9d12) fire damage plus 65 (10d12) thunder damage and is pushed 25 feet away from the meteor's location. On a successful save the creature takes half damage and is not pushed.

A creature that has full cover from the meteor, takes no damage and it is not knocked back.

After all creatures have made their saves; all comets, trees, rocks, and smaller cover are destroyed with 300 feet of the meteor's impact.

Bonus Actions

Enmity. The behemoth marks a creature that dealt damage to it since the start of its last turn, that it can see. The behemoth has advantage on attack rolls against the marked creature and can't mark another creature for 1 minute, until it drops to 0 hit points, or falls unconscious. Additionally attack rolls made against the behemoth by any creature other than the marked creature have advantage.

Legendary Actions

The behemoth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The behemoth regains spent legendary actions at the start of its turn.

Charybdis. The behemoth targets a creature within 120 feet of it. Magical winds begin to swirl around the creature. At the end of the creature's next turn, a small 5 foot wide, 10 foot tall tornado appears in the space under them.

The tornado lasts for 1 minute, heavily obscures the area it is in, and a creature that starts its turn or enters a space within 10 feet of the tornado must make a DC 22 Strength saving throw or be pushed back 10 feet and knocked prone.

Tail Attack. The behemoth makes one Tail attack.

Thunderbolt (Costs 2 Actions). The behemoth uses thunderbolt.

Behemoth

Challenge Rating 27 **Carves** 8

Carve Chance	Material	Slots
1-5	Behemoth Bone	(A,W)
6-9	Behemoth Mane	(A,W)
10-12	Behemoth Shearclaw	(A,W)
13-16	Behemoth Tail	(A,W)
17-19	Behemoth Great Horn	(A,W)
20	Aetheryte Shard	(A,W)

ARMOR MATERIAL EFFECTS

Behemoth Bone
When you take damage while wearing this armor, at the start of your next turn this set of armor casts the *mage armor* spell on you. Once this property has been used, it cannot be used again until the next dawn.

Behemoth Mane
This armor has 3 runes, which it regains daily at dawn. While wearing this armor, you can expend 1 rune as an action to call down a 10-foot tall comet (AC 15, 30 hit points) in an unoccupied space within 30 feet of you.

Behemoth Shearclaw
You have advantage on Constitution saving throws to maintain concentration while you wear this armor.

Behemoth Tail
You are immune to lightning damage and you cannot be paralyzed while you wear this armor.

Behemoth Great Horn
Wind Barrier+. While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have three-quarters cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 10-foot radius around you. Once used, you can't use this property again until you finish a long rest.

Aetheryte Shard
As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you. You gain advantage on attack rolls against the creature and disadvantage on attack rolls against other creatures for 1 minute, until it drops to 0 hit points, or falls unconscious. Once used, you can't use this property again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Behemoth Bone
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

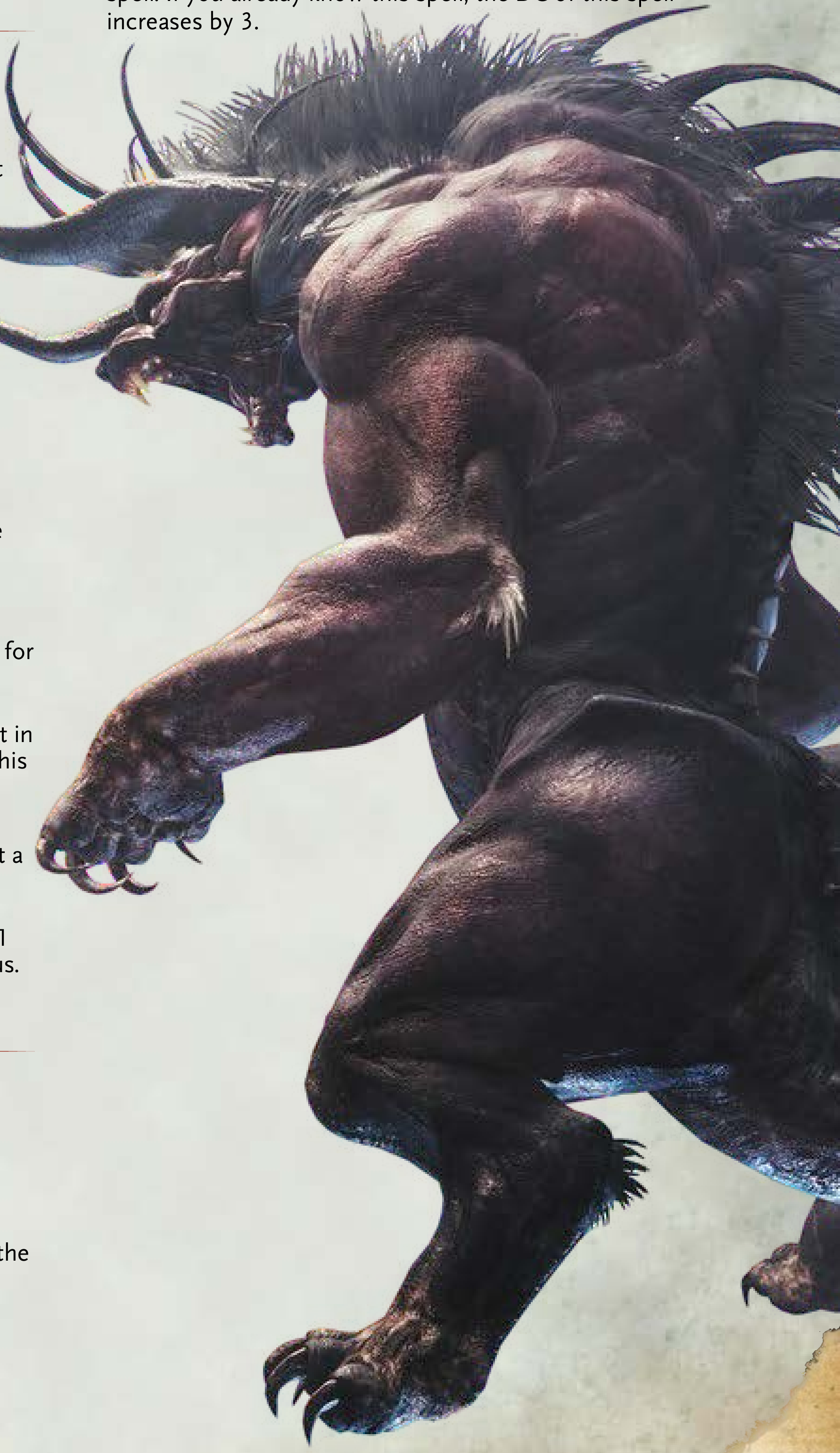
Behemoth Mane *(Insect Glaive)*
Soul of the Dragoon. When you make a weapon attack against a target as part of your standing leap, you make the attack with advantage.

Behemoth Shearclaw *(Sorcerer & Wizard Only)*
This weapon has 3 runes that it regains daily at dawn. While holding it, you can expend 1 rune as an action to cast *Melf's Minute Meteors.* The weapon regains all expended runes daily at dawn.

Behemoth Tail
When you attack a creature with a ranged spell attack and roll a 20 on the attack roll, you can cast *fireball* as a bonus action using a 3rd level or higher spell slot. The spell must be centered on the creature you hit with the ranged spell attack.

Behemoth Great Horn *(Insect Glaive)*
Dragon Soul. Your kinsect takes on the characteristics of a dragon and your kinsect attacks deal an extra 1d12 bludgeoning damage.

Aetheryte Shard *(Sorcerer & Wizard Only)*
While attuned to this weapon you know the *meteor swarm* spell. If you already know this spell, the DC of this spell increases by 3.



Ceadeus

Ceadeus are giant sea dwelling Elder Dragons that share a common ancestor with the jhen mohran. Older ceadeus individuals are called goldbeard ceadeus. Ceadeus has a special relationship with an algae, which is the reason why it has its beard. Using its beard, the ceadus collects the algae and uses the glow from the luminous bacteria as a form of photosynthesis.

With this algae, ceadeus can spend longer times under the depths without having to come up for air. When it needs air, it will swim up with a burst of speed and jump out of the water for a breath. It is estimated a ceadeus can hold its breath for about several months. Ceadeus has powerful fins and a tail fin designed for swimming in the sea with both power and grace. The horns of a ceadeus never stop growing, and at times, the Elder Dragon will grind them against the seafloor, with enough force to produce earthquakes and tsunamis.

It is believed that this behavior resulted in the destruction of an island on at least one occasion. Throughout their years, ceadeus are able to use an organ called the Luminous Organ. This organ is used to help farm the algae it uses to breathe.

The ceadeus is known to be a rather peaceful creature until provoked. It won't take notice of adventurers until it is greatly damaged by them. If ceadeus is provoked, it'll try to kill its enemy with its immense strength.

Ceadeus

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 546 (28d20+252)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	28 (+9)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Dex +8, Int +7, Wis +8, Cha +8
Damage Resistances cold, fire, poison, thunder; bludgeoning, piercing, and slashing from magical weapons
Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned, prone
Senses blindsight 120 ft., passive Perception 10
Languages Draconic
Challenge 26 (90,000 XP) **Proficiency** +8

Legendary Resistance (4/Day). If the ceadeus fails a saving throw, it can choose to succeed instead.

Magic Resistance. The ceadeus has advantage on saving throws against spells and other magical effects.

Siege Monster. The ceadeus deals double damage to objects and structures.

Actions

Multiattack. The ceadeus makes one Bite attack and two Tail attacks.

Bite. *Melee Weapon Attack.* +15 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage.

Tail. *Melee Weapon Attack.* +15 to hit, reach 20ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Hydropump (Recharge 5-6). The ceadeus releases a high pressure stream of water in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 90 (20d8) acid damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Bioluminescence. The ceadeus emits dim light from its body in a 5-foot radius, increases the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguishes the light.

Legendary Actions

The ceadeus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ceadeus regains spent legendary actions at the start of its turn.

Detect. The ceadeus makes a Wisdom (Perception) check.

Tail Attack. The ceadeus makes one Tail attack.

Torpedo (Costs 2 Actions). The ceadeus swims up to its swim speed, during this movement it can swim through other creatures without provoking opportunity attacks. Each creature the ceadeus moves through must succeed on a DC 17 Dexterity saving throw or take 21 (4d6 + 7) bludgeoning damage and be knocked prone.

Ceadeus

Challenge Rating 26 **Carves** 9

Carve Chance	Material	Slots
1-3	Ceadeus Scale	(A,W)
4-5	Ceadeus Hide	(A,W)
6	Luminous Organ	(A)
7-10	Crooked Horn	(A,W)
11-14	Ceadeus Fur	(A)
15-19	Ceadeus Tail	(W)
20	Deep Dragongem	(A,W)

ARMOR MATERIAL EFFECTS

Ceadeus Scale

HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

Ceadeus Hide

Handicraft+3. For 24 hours, you gain proficiency with three artisan tools of your choice each dawn.

Luminous Organ

When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing a blinding white flash to erupt from your armor before the attack hits or misses. An attacker that can't be blinded is immune to this property.

You can use this property three times. You regain all expended uses when you finish a short rest.

Crooked Horn

While you wear this armor, you have a swimming speed of 60 feet, you can breathe underwater, you suffer no harm in water as cold as -20 degrees Fahrenheit, and you can see out to 120 feet even in the murkiest of waters.

Ceadeus Fur

You are immune to acid damage and have resistance to cold damage while you wear this armor.

Deep Dragongem

Whenever you finish a long rest, you gain the benefits of the *Heroes' Feast* spell.

WEAPON MATERIAL EFFECTS

Ceadeus Scale

Partbreaker +4. You deal an extra 1d12 damage when you critically hit with this weapon.

Ceadeus Hide

Your weapon deals an extra 1d10 acid damage.

Crooked Horn

Awaken+. When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls two extra damage die when it hits. For example a shortsword now rolls 3d6 and a greatsword deals 4d6.

Ceadeus Tail

H.Load Up+. While attuned to this weapon, you increase the maximum capacity for all your ammo by 5.

Deep Dragongem *(Druid, Sorcerer, Warlock, & Wizard Only)*

This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *cone of cold* (5 runes), *fog cloud* (1 runes), *ice storm* (4 runes), or *wall of ice* (4 runes).

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune, roll a d20. On a 1. the weapon cannot regain any runes for 1 week.

Chameleos

Chameleos's body is covered by a purple and white hide, and its head ends with a protruding horn at the tip of its nose. Its eyes are similar to a real life chameleon's; large and orb-like, with the ability to control eye movement individually. The long and elastic tongue can extend to grasp and steal items from a distance. Its wings are a purple color with a grayish white membrane, and are used for flight and controlling the direction of its poison fog. Chameleos's large tail is reminiscent of a leaf and has a curled, spiraling tip.

Chameleos are different from other Elder Dragons, as they are not nearly as "elegant" in their appearance as other Elder Dragon species. Chameleos have a number of biological adaptations that make them extremely unique. Most notably is the Chameleos's trademark camouflage mechanism. Each species of Chameleos has a different way of camouflaging itself. By generating a weak electric current in its skin that interacts with the mist it can breathe, the Elder Dragon can bend light around itself, rendering it effectively invisible. Some Chameleos use special ore to enable their camouflage. Chameleos have independently moving eyeballs that protrude from the sides of its head to create a wider field of vision. Chameleos have several nasty defenses should it ever come under attack. They possess an extremely strong poison, which can be released from its mouth at will and often whipped into a thick cloud by the dragon's wings. Some Chameleos also possess an extra vocal cord paralysis poison in their acid globs. Finally, it can exhale large amounts of mist to further hinder the vision of hunters, allowing it to either make a swift getaway or launch a surprise attack with ease.

Chameleos are ambush hunters, waiting patiently for prey to pass by while they blend perfectly into their surroundings. Chameleos can and will eat almost anything, and can use different tactics to take down varying sizes of prey. Should its prey be a Neopteron such as a Vespoid, Altaroth, Bnahabra, or Konchu it will simply snatch it out of the air using its long sticky tongue. If it is a supply camp, it'll steal with each opportunity it gets.

Chameleos are very intelligent creatures. They will wait patiently at a spot of importance such as a water source or natural crossroads, waiting for prey to pass by. Chameleos are well known for stealing items from adventurers. Chameleos do this in order for the adventurers to lose motivation in hunting them down.

A Chameleos's Lair

The Forest-Dwelling Chameleos very rarely share their territory with other dragons. With its ability to become invisible at will, it steals the treasures from anything that attempts to invade and take over. A chameleos lair is sometimes confused with a green dragon's lair due to both of them having a perpetual fog hanging in the air, the chameleos carrying a sweeter whiff of its poison mist. Tiny mushrooms, known as toadstool, litter the ground releasing poisonous spores at the slightest touch. Growing bigger as you deeper into the forest.

At the center of the forest, the chameleos chooses a grove typically covered in mushrooms. The tree lining the grove is sparse, allowing the chameleos to move freely in and out. A hole has been dug out in the middle and has been filled with the treasures the chameleos has gathered from lost folk, adventurers, and anything else it has stolen in its travels

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the chameleos takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The Chameleos exhales a thick fog from its lungs filling the area. The fog is a 60-foot-radius, 30-foot-high cylinder centered on the chameleos, spreads around corners, and its area is heavily obscured. The fog lasts for 1 minute, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or when the chameleos dies. While the chameleos remains in this fog, it can use its Invisible Passage as a free action at the end of its turn
- Poisonous mist billows around one creature the chameleos can see within 120 feet of it. The creature must succeed on a DC 15 Constitution saving throw or be poisoned until initiative count 20 on the next round.
- Chameleos causes 8 small poisonous mushrooms to grow in unoccupied spaces that it chooses within the lair. While the mushrooms are heavily obscured they are considered invisible. A creature that enters a space that the poisonous mushrooms occupy must make a DC 17 Constitution saving throw, taking 11 (3d6) poison damage and become poisoned for 1 minute on a failed save, or half as much damage and are not poisoned on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Chameleos

Huge dragon (elder), unaligned

Armor Class 16 (natural armor)
Hit Points 178 (17d12 + 68)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Dex +7, Con +9, Wis +7, Cha +7
Skills Perception +7
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 17
Languages Draconic
Challenge 14 (11,500 XP) **Proficiency** +5

Chameleon Skin. The chameleos has advantage on Dexterity (Stealth) checks made to hide.

Elder Sight. Magical Darkness doesn't impede the chameleos's darkvision.

Legendary Resistance (3/Day). If the chameleos fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The chameleos makes two Horn attacks and one Tongue Lash attack. It can replace any of these attacks with its Poison Spit attack.

Horn. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Poison Spit. *Ranged Weapon Attack.* +10 to hit, range 60/240 ft., one target. *Hit:* 10 (3d6) poison damage and a poisonous cloud appears in a 5-foot-radius, 10-foot-high cylinder centered on the target that lasts for 24 hours or until strong wind disperses the cloud. On a miss, the cloud appears in a space adjacent to the target. A creature that starts its turn in the cloud or moves through it for the first time on a turn must make a DC 17 Constitution saving throw, taking 7 (2d6) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one.

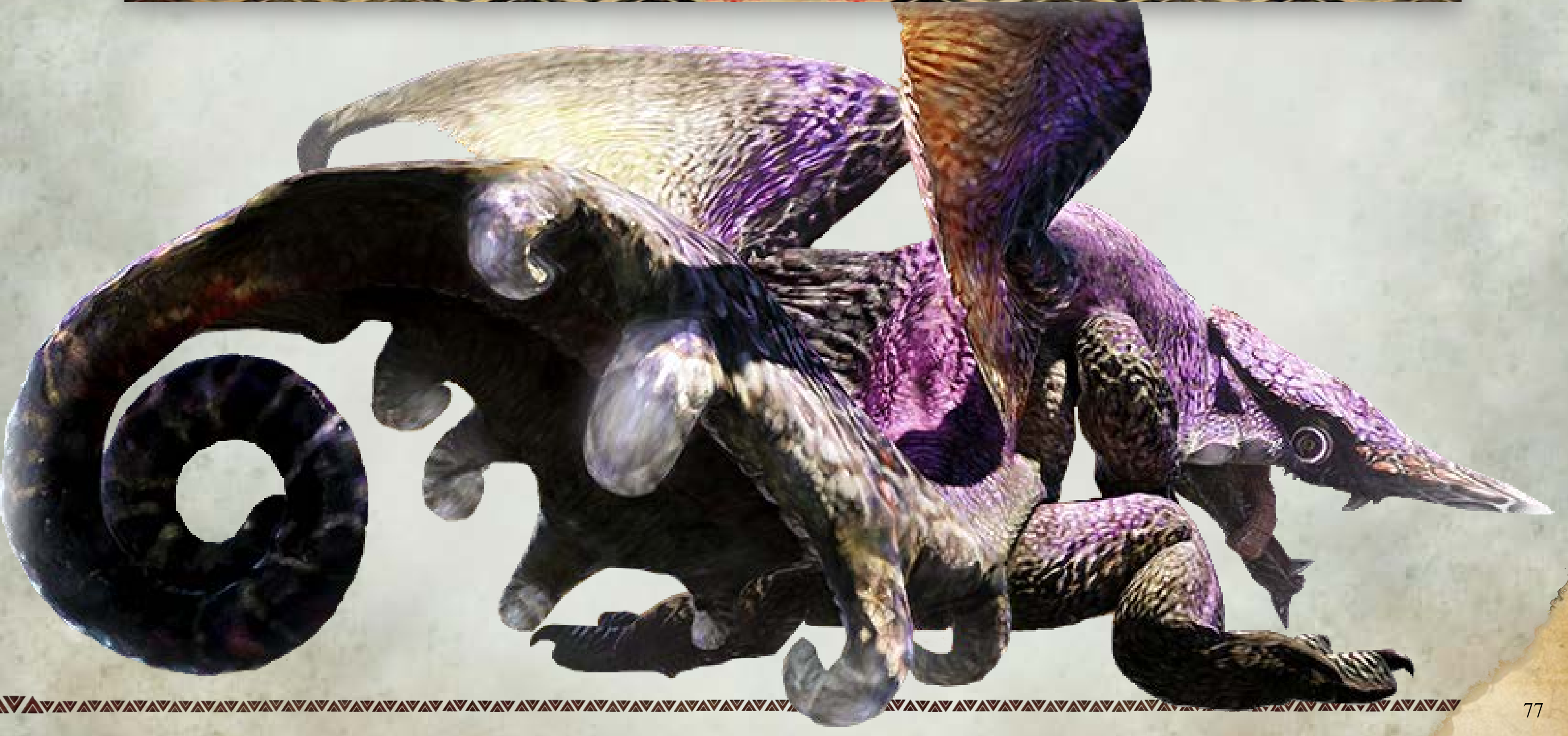
Tongue Lash. *Melee Weapon Attack.* +10 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. If the target has an object in at least one hand, it must make a DC 15 Strength saving throw or have the object swallowed by the chameleos. If the chameleos takes 30 damage in one turn, it regurgitates all swallowed objects in a 5 foot area adjacent to it.

Poison Mist (Recharge 5-6). The chameleos exhales a poisonous mist in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one. The Mist lingers until the start of the chameleos next turn. A creature that starts its turn in the mist or moves through it for the first time on a turn must make a DC 17 Constitution saving throw, taking 28(8d6) poison damage and become poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one.

Invisible Passage. The chameleos magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). While invisible, the chameleos leaves no physical evidence of its passage, so it can be tracked only by magic.

Bonus Action

Silent Step. While invisible, the chameleos teleports up to 30 feet to an unoccupied space.



Chameleos

Challenge Rating 14 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Chameleos Speckled Hide	(A)
9-11	Chameleos Webbing	(A,W)
12-13	Chameleos Claw	(A,W)
14	C.Deadly Poison Sac	(A,W)
15-16	Chameleos Tail	(A,W)
17-19	Chameleos Horn	(A,W)
20	Chameleos Gem	(A,W)

ARMOR MATERIAL EFFECTS

Chameleos Speckled Hide
While wearing this armor all creatures have disadvantage on skills checks when trying to track you.

Chameleos Webbing
You have advantage on Dexterity (Stealth) checks while you wear this armor.

Chameleos Claw
HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

C.Deadly Poison Sac
You are immune to the poisoned condition while you wear this armor.

Chameleos Tail
You have resistance to cold damage while you wear this armor.

Chameleos Horn
Rock Steady. While wearing this armor, you can't be unwillingly knocked prone and you ignore effects like the kushala daora and amatsu's wind barrier.

Chameleos Gem
While you are wearing this armor and you take damage, you can use your reaction to magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this property, you can't use it again until you finish a short or long rest.

WEAPON MATERIAL EFFECTS

Chameleos Webbing
While attuned to this weapon, you know the *poison spray* cantrip. If you already know the cantrip it deals one extra die of damage.

Chameleos Claw
This weapon has 5 runes. When you hit a creature, you can expend 1 of its runes to have the target make a DC 15 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a success.

This weapon regains 1d4+1 expended runes daily at dawn.

C.Deadly Poison Sac
Abnormal Status Atk up (M). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

Chameleos Tail
When you cast a spell that deals poison damage or causes the poisoned condition, you can increase your spell attack roll or spell save DC by 2.

Chameleos Horn
Critical Status (Poison). Whenever you critically hit with this weapon, the target creature must make a DC 15 Constitution saving throw. On a failed save the target is poisoned for 1 minute.

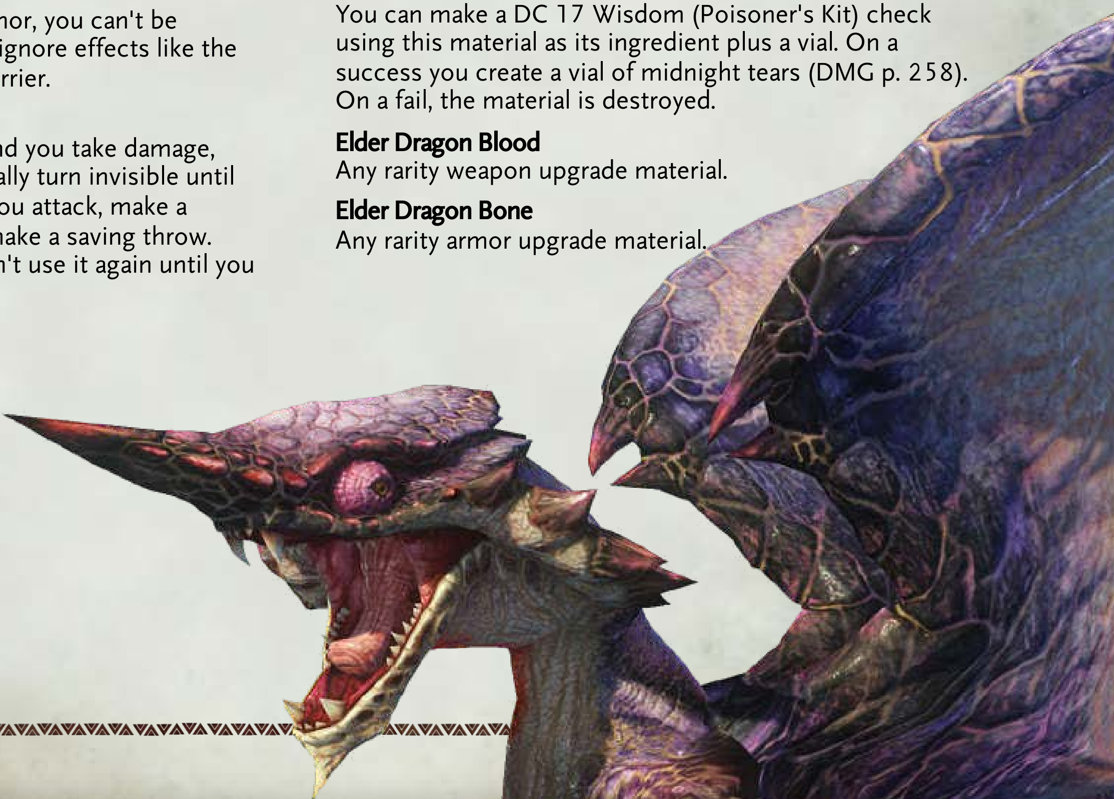
Chameleos Gem *(Druid, Sorcerer, Warlock & Wizard Only)*
This weapon has 10 runes While holding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *dragon's breath (poison)* (1 rune), *fog cloud* (1 rune), *darkvision* (2 runes), *invisibility* (2 runes) or, *stinking cloud* (3 rune). The weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

C.Deadly Poison Sac
You can make a DC 17 Wisdom (Poisoner's Kit) check using this material as its ingredient plus a vial. On a success you create a vial of midnight tears (DMG p. 258). On a fail, the material is destroyed.

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.



Tempered Chameleos

Huge dragon (elder), unaligned

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	22 (+6)	17 (+3)	16 (+3)	15 (+2)

Saving Throws Dex +8, Con +12, Wis +9, Cha +8
Skills Perception +9, Stealth +8
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses blindsight 120 Ft., darkvision 120 ft., passive Perception 19
Languages Draconic
Challenge 19 (22,000 XP) **Proficiency** +6

Blinding Panic. When the chameloes is invisible and is blinded by a flash bomb or other effect, it panics and loses concentration. While the chameloes is blinded, it is unable to use its Invisible Passage.

Chameleon Skin. The chameleos has advantage on Dexterity (Stealth) checks made to hide.

Deadly Poison. Poison damage dealt by the chameleos, including poison damage a creature takes at the start of its turn from the poisoned condition, bypasses a creature's resistance to poison damage and deals half damage to creatures that are immune to poison damage.

Elder Dragon Sight. Magical darkness doesn't impede the chameleos's darkvision.

Innate Spellcasting. The chameleos can innately cast the *fog cloud* spell at 3rd-level at will. It doesn't need to concentrate on the spell, but when recast, the previous fog cloud dissipates.

Legendary Resistance (3/Day). If the chameleos fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The chameleos makes two attacks Horn attacks or two Claw attacks.

Claw. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Horn. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage and the target and each Medium or smaller creature adjacent to the target must succeed on a DC 19 Strength saving throw, or be pushed 10 feet away from the chameleos and knocked prone.

Tongue. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. If the target has an object in at least one hand, it must succeed on a DC 15 Strength saving throw or have the object swallowed by the chameleos. If the chameleos takes 50 damage in one turn, it regurgitates all swallowed objects in a space adjacent to it.

Poison Fountain (Must be in fog). The chameleos looks up and exhales three poison balls into the air, each of which can strike a target within the fog cloud. A target must succeed on a DC 20 Constitution saving throw, or be poisoned for 1 minute. While poisoned in this way, the creature takes 17 (5d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Ring (Recharge 5-6). The chameleos flies 15 feet into the air without provoking opportunity attacks and exhales poisonous gas that spreads across the ground in a 30-foot radius centered directly below the chameleos. Each creature in that area must make a DC 20 Constitution saving throw, taking 28 (8d6) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. While poisoned in this way, the creature takes 17 (5d6) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Invisible Passage. The chameleos magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). While invisible, the chameleos leaves no physical evidence of its passage, so it can be tracked only by magic.

Bonus Action

Silent Step. While invisible, the chameleos teleports up to 30 feet to an unoccupied space.

Legendary Actions

The chameleos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The chameleos regains spent legendary actions at the start of her turn.

Attack (2/round). The chameleos makes a Tail attack or a Tongue attack.

Transparent. The chameleos uses its invisible passage.

Mist (Costs 2 Actions). The chameleos casts the *fog cloud* spell at 3rd-level.

Poison Breath (Costs 3 Actions) The chameleos exhales poisonous gas in a 90-foot line that is 5-feet wide. Each creature in that area must make a DC 20 Constitution saving throw, taking 14 (4d6) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. While poisoned in this way, the creature takes 17 (5d6) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tempered Chameleos

Challenge Rating 19 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	T.Chameleos Speckled Hide	(A,W)
9-11	T.Chameleos Wing	(A,W)
12-13	T.Chameleos Claw	(A,W)
14	TC.Deadly Poison Sac	(A,W)
15-16	T.Chameleos Tail	(A,W)
17-19	T.Chameleos Spike	(A,W)
20	T.Chameleos Gem	(A,W)

ARMOR MATERIAL EFFECTS

T.Chameleos Speckled Hide
While wearing this armor all creatures have disadvantage on skills checks when trying to track you. Additionally you leave no footprints while you are invisible.

T.Chameleos Wing
You have advantage on Dexterity (Stealth) checks while you wear this armor.

T.Chameleos Claw
Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

TC.Deadly Poison Sac
Rock Steady. While wearing this armor, you can't be unwillingly knocked prone and you ignore effects like the kushala daora and amatsu's wind barrier.

T.Chameleos Tail
You are immune to cold damage while you wear this armor.

T.Chameleos Spike
While you are wearing this armor and you take damage, you can use your reaction to magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. You can use this property twice, regaining all expended uses when you finish a short or long rest.

T.Chameleos Gem
You are resistant to poison damage and immune to the poisoned condition while you wear this armor.

WEAPON MATERIAL EFFECTS

T.Chameleos Speckled Hide
This weapon is transparent while sheathed or stowed on your body. If a creature uses its action to examine you, the creature can see the slight shimmer of the weapon with a successful DC 20 Wisdom (Perception).

T.Chameleos Wing
Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

T.Chameleos Claw *(Ranged Weapon Only)*
Deadeye+. Your weapon's normal attack range is doubled.

TC.Deadly Poison Sac
(Druid, Sorcerer, Warlock & Wizard Only)
This weapon has 10 runes While holding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *dragon's breath (poison)* (1 rune), *fog cloud* (1 rune), *darkvision* (2 runes), *invisibility* (2 runes) or, *stinking cloud* (3 rune). The weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

T.Chameleos Tail
You gain a + 2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals poison damage.

T.Chameleos Spike
Critical Status (Poison). Whenever you critically hit with this weapon, the target creature must make a DC 17 Constitution saving throw. On a failed save the target is poisoned for 1 minute.

T.Chameleos Gem
Mind's Eye. Your attacks with this weapon bypass the damage resistances of any creature.

OTHER MATERIAL EFFECTS

TC.Deadly Poison Sac
You can make a DC 17 Wisdom (Poisoner's Kit) check using this material as its ingredient plus a vial. On a success you create a vial of midnight tears (DMG p. 258). On a failed save, the material is destroyed.

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Risen Chameleos

A risen chameleos is a chameleos has overcome being afflicted by the qurio and has become more powerful as a result. It has a challenge rating of 21 (33,000 XP). It has the same statistics as a tempered chameleos except for the following changes:

Risen State (Recharge 4-6). At the start of its turn the chameleos enters a Risen State until the start of its next turn, if it is available. While in the Risen State, some of the chameleos's actions are enhanced (as described below) and it can use its Risen actions as an action or legendary action.

This Recharge trait, is immune to the effects of the *Elderseal* material.

Enhanced Actions

Multiattack. The chameleos makes two Tongue attacks.

Poison Fountain. The chameleos exhales two extra poison balls into the air.

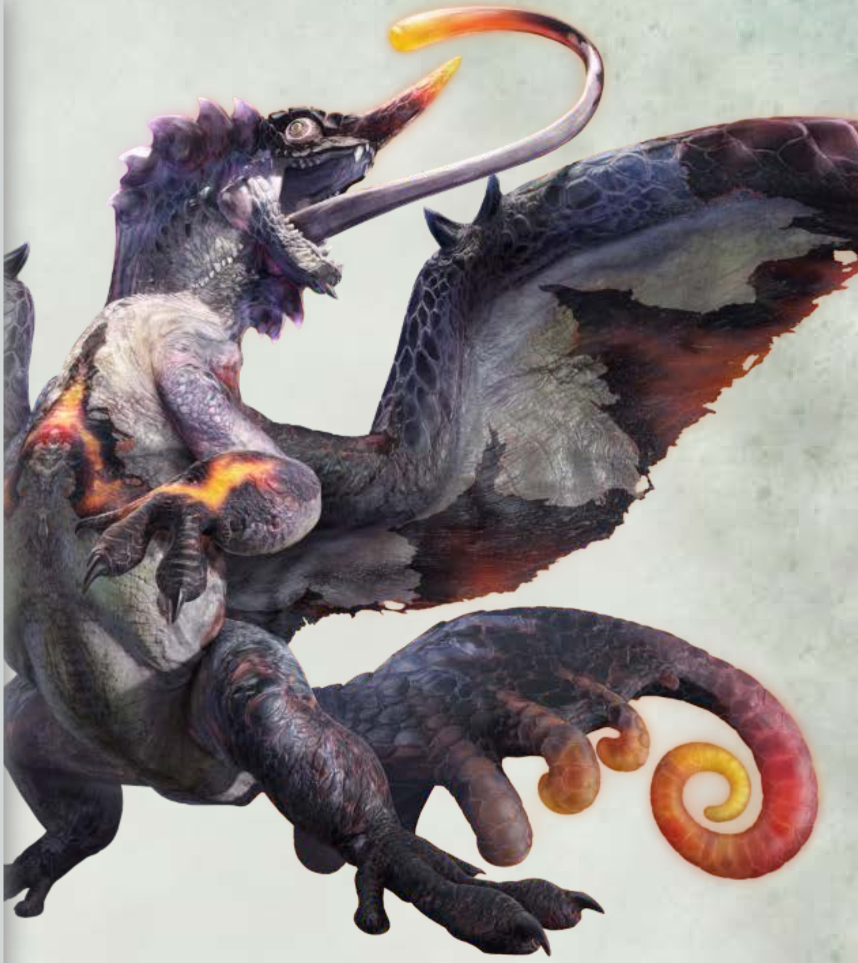
Tongue. A creature hit by this attack is pulled into an unoccupied space within 5 feet of the chameleos.

Risen Actions

Poisonous Retreat (Costs 1 Action if used as a Legendary Action). The chameleos spits poison at a creature, it can see, within 15 feet of it. That creature must make a DC 20 Constitution saving throw, taking 14 (4d6) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. While poisoned in this way, the creature takes 17 (5d6) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The chameleos then flies 15 feet into the air without provoking opportunity attacks.

Poison Breath (Costs 2 Actions if used as a Legendary Action). The chameleos exhales poison gas in a 60-foot cone or two lines in different directions that are 60-feet long and 5 feet wide. Each creature in that area must make a DC 20 Constitution saving throw, taking 14 (4d6) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. While poisoned in this way, the creature takes 17 (5d6) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Toxic Explosion (Costs 3 Actions if used as a Legendary Action). The chameleos exhales poison around it, before slaming its tail on the ground creating a large explosion. Each creature within 15-feet of the chameleos must succeed on a DC 20 Constitution saving throw or take 45 (13d6) poison damage.

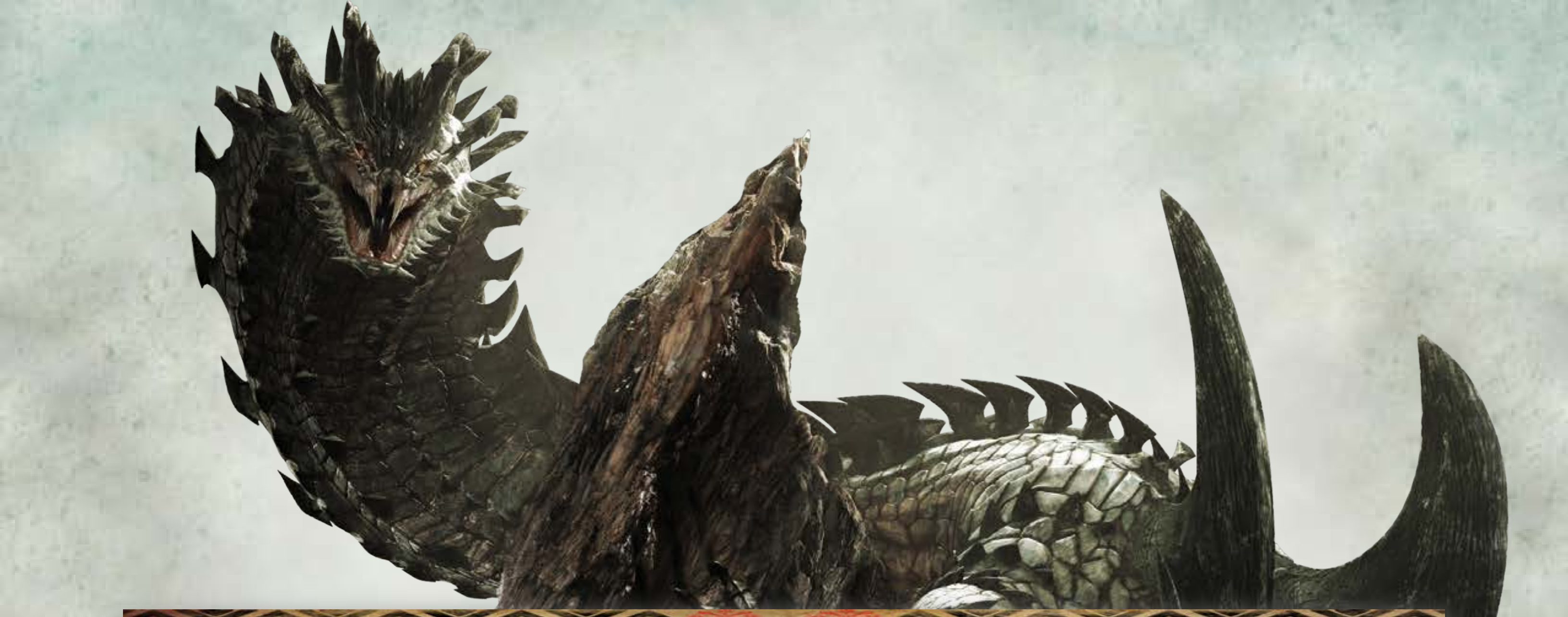


Dalamadur

The Dalamadur has a snake-like face, with bright red eyes, numerous fangs, and many hook-like spikes along its body which start out clustered around its head and neck, and becoming more spread out along its long body, with a small cluster near the tip of its tail, which is topped with a pair of red barbs that it can rattle in a manner similar to rattlesnakes. Its chest has glowing vents, which huff steam. Its face and tail will also glow red when in its Raged state.

Dalamadur are quite aggressive in nature, willing to destroy adventurers at all cost. Dalamadur can easily destroy whole mountains with their coils and cause pieces of rumble to fall from them. For unknown reasons, large numbers of Dalamadur are known to rise from underground during certain times of the year.

Dalamadur makes its home at the highest peaks of Heaven's Mount, known as Speartip Crag. Occasionally, these monsters can be seen in the Forest and Hills/Verdant Hills. When approaching death, an individual will travel across the sea in the Elder Crossing to die in the Rotten Vale. Upon death, it will become a habitat, as seen with the Rotten vale, the decomposing corpse of an old Dalamadur, many times larger than the specimen encountered in Monster Hunter 4.



Dalamadur

Gargantuan dragon (elder), unaligned

Armor Class 18 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 60 ft., burrow 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	21 (+5)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Wis +8 Cha +8
Skills Perception +14, Stealth +13
Damage Resistances fire, poison
Condition Immunities charmed, frightened, paralyzed
Senses truesight 120 ft., passive Perception 24
Languages Common, Draconic, Sylvan, Telepathy 120 ft.
Challenge 18 (20,000 XP) **Proficiency** +6

Legendary Resistance (3/Day). If the dalamadur fails a saving throw, it can choose to succeed instead.

Siege Monster. The dalamadur deals double damage to objects and structures.

Actions

Multiattack. The dalamadur can use its Frightful Presence. It then makes one Bite attack and one Tail attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Constrict. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. *Hit:* 18 (4d6 + 4) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the dalamadur can't constrict another target.

Tail. *Melee Weapon Attack.* +13 to hit, reach 25 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Frightful Presence. Each creature of the dalamadur's choice that is within 120 feet of the dalamadur and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dalamadur's Frightful Presence for the next 24 hours.

Rattle. Using the hypnotic sounds from the rattle on its tail, the dalamadur chooses one humanoid it can see within 30 feet of it. That creature must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the dalamadur spoken and telepathic commands. If the target suffers any harm from the dalamadur or another creature or receives a suicidal command from the dalamadur, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the dalamadur's Rattle for the next 24 hours. A creature that is Deafened is immune to this effect.

Fire Breath (Recharge 5-6). The dalamadur exhales fire in a 90-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dalamadur can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dalamadur regains spent legendary actions at the start of its turn.

Squeeze. The dalamadur makes a Constrict attack.

Rattle (Costs 2 Actions). The dalamadur uses Rattle.

Meteor (Costs 3 Actions). The dalamadur opens its mouth and magically creates three swirling balls of blue fire, launching them into the sky, each of which can strike a different target the dalamadur can see within 120 feet of it. A target must make a DC 19 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

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Dalamadur

Challenge Rating 18 **Carves** 6

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-6	Dalamadur Glaive	(A,W)
7-8	Dalamadur Gazer	(A,W)
9-10	Dalamadur Steel	(A,W)
11	D.Vortex Bone	(A,W)
12	Dalamadur Pectus	(A,W)
13	Dalamadur Talon	(W)
14-15	Dalam Tail Scale	(A,W)
16-17	Dalam Tail Shell	(W)
18-19	Dalamadur Fanblade	(W)
20	Skyblade Gem	(A,W)

ARMOR MATERIAL EFFECTS

Dalamadur Glaive
Archaeologist+. When you successfully gather a bone resource, you gather an extra 1d4 more.

Dalamadur Gazer
Guts+. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a long rest.

Dalamadur Steel
While wearing this armor you have resistance to poison damage. You can also communicate with snakes and snake-like creatures as though you shared a language.

D.Vortex Bone
While you are attuned to this armor, you can use an action to speak its command word to cast the *polymorph* spell from it and turn into a *giant constrictor snake (MM p.324)* that resembles the dalamadur. Once used, this property can't be used again until the next dawn.

Dalamadur Pectus
You cannot be paralyzed while you wear this armor.

Dalam Tail Scale
Iron Wall. You have a +2 bonus to your armor class while you wear this armor.

Skyblade Gem
You have resistance to cold and fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Dalamadur Glaive
Siege. This weapon deals double damage to objects and structures.

Dalamadur Gazer *(Hunting Horn Only)*
Jingle. When you miss a hostile creature with this weapon, you can choose elicit a number of notes equal to half of your hunting horn's cord length as a bonus action.

Dalamadur Steel
Blast Coat. This material provides one of the following weapon properties depending on which weapon it is placed in:

- *(Bow)* Your blast coating deals an extra 1d6 fire damage.
- *(Dual Repeaters)* When you hit a create with your empowered blaze ammo, it now ignites the terrain in a 5-foot line extending from you to the target. The terrain remains on fire until the start of your next turn. A creature that moves into the fire for the first time on a turn or ends it turn in the flames takes 1d6 fire damage.
- *(Heavy Bowgun)* Your cluster ammo deals an extra 2d6 fire damage.
- *(Light Bowgun)* Your flaming ammo now bypasses a creatures resistance to fire damage.

D.Vortex Bone
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Dalamadur Pectus
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Dalamadur Talon *(Bladed Weapon Only)*
Honed Blade. This weapons damage die is increased by 1 size up to a maximum of a d10. A d6 becomes a d8, and a d8 becomes a d10.

Dalam Tail Scale *(Spellcaster Only)*
You know the *melf's minute meteors* spell while attuned to this weapon. If you already know the spell, you cast it as if it was one level higher than the spell slot you use.

Dalam Tail Shell
This weapon has 3 runes which are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 17 Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a successful save.

Dalamadur Fanblade
At the start of your turn if a creature is grappled or restrained by you, that creature takes 1d6 bludgeoning damage.

Skyblade Gem
This weapon has 3 runes which are regained daily at dawn. As an action you can expend a rune to have the target make a DC 17 Charisma saving throw or become charmed by you as if you cast the *charm person* spell.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

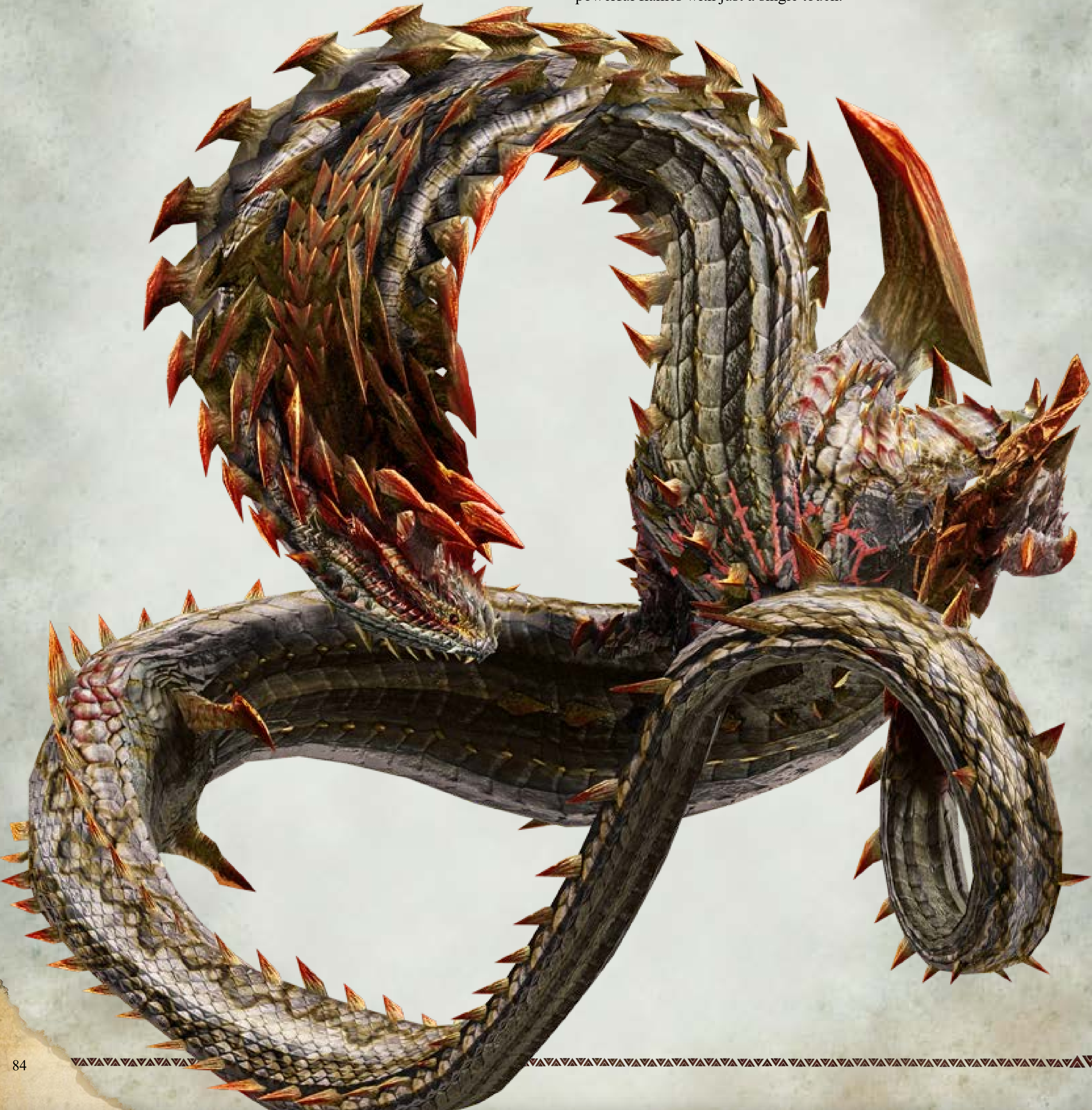
Elder Dragon Bone
Any rarity armor upgrade material.

Shah Dalamadur

Shah dalamadur is the undisputed apex predator of its habitat. Although its diet is unknown, it is almost certainly carnivorous, and herbivorous monsters such as aptonoth, conga, and rhenoplos would be easy prey. Given its incredible size, predators such as tigrex, deviljho, stygian zinogre, azure rathalos, rajang and even the infamous shagaru magala would most likely avoid the beast at all costs.

Shah dalamadur are far more aggressive than any mere dalamadur due to them being in a sort of defenseless state after molting.

Shah dalamadur sports a lighter, sand-colored hide with red-orange spines after molting out of their old skin. After molting, shah dalamadur have no control over their metabolism, meaning their body temperature will constantly change. When cold, a shah dalamadur's hide can repel most attacks. When hot, the hide of a shah dalamadur is vulnerable to most attacks. From their body temperature constantly changing, shah dalamadur are able to perform an ability never seen before by a normal dalamadur. Shah dalamadur are able to burn the very ground with their powerful heated metabolism through just about any part of their body that is heated. This heat can leave behind powerful flames with just a single touch.



Shah Dalamadur

Gargantuan dragon (elder), unaligned

Armor Class 23 (natural armor)
Hit Points 594 (29d20 + 290)
Speed 60 ft., burrow 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	30 (+10)	26 (+6)	21 (+5)	20 (+5)

Saving Throws Str +14, Wis +14 Cha +14
Skills Perception +23, Stealth +18
Damage Resistances fire, poison
Condition Immunities charmed, frightened, paralyzed
Senses truesight 120 ft., passive Perception 33
Languages Common, Deep Speech, Draconic, Sylvan, Telepathy 120 ft.
Challenge 30 (155,000 XP) **Proficiency** +9

Legendary Resistance (3/Day). If the shah dalamadur fails a saving throw, it can choose to succeed instead.

Magic Resistance. The shah dalamadur has advantage on saving throws against spells and other magical effects.

Siege Monster. The shah dalamadur deals double damage to objects and structures.

Uncontrolled Metabolism. At the start of the shah dalamadur's turn roll a d4 to determine what its metabolism does:

1-2 Overheat. The shah dalamadur gains the following traits and loses the Frozen Hide trait:

Fire Aura. At the start of each of the shah dalamadur's turns, each creature within 10 feet of it takes 14 (4d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the shah dalamadur or hits it with a melee attack while within 5 feet of it takes 14 (4d6) fire damage.

Burn. When the shah dalamadur hits a creature with a bite attack, tail attack, or with its constrict; that creature begins to burn, taking 5 (1d10) fire damage at the start of each of its turns until a creature takes an action to douse the fire.

3-4 Cooldown. The shah dalamadurgains the following trait and loses its Fire Aura and Burn traits.

Frozen Hide. The shah dalamadur hide drops to almost freezing temperatures, repelling most attacks. It has resistance to all damage except psychic damage.

Actions

Multiattack. The shah dalamadur can use its Frightful Presence. It then makes one Bite attack and one Tail attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack.* +18 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage, and the target must make a DC 27 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack.* +18 to hit, reach 25 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Constrict. Melee Weapon Attack: +14 to hit, reach 10 ft., one creature. *Hit:* 31 (4d12 + 5) bludgeoning damage, and the target is grappled (escape DC 22). Until this grapple ends, the creature is restrained, and the shah dalamadur can't constrict another target.

Frightful Presence. Each creature of the shah dalamadur's choice that is within 120 feet of the shah dalamadur and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shah dalamadur's Frightful Presence for the next 24 hours.

Rattle. Using the hypnotic sounds from the rattle on its tail, the shah dalamadur chooses one humanoid it can see within 30 feet of it must succeed on a DC 22 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the shah dalamadur spoken and telepathic commands. If the target suffers any harm from the dalamadur or another creature or receives a suicidal command from the shah dalamadur, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the shah dalamadur's Rattle for the next 24 hours. A creature that is Deafened is immune to this effect.

Fire Breath (Recharge 5-6). The shah dalamadur exhales fire in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 88 (16d10) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Aggressive. The shah dalamadur moves up to its speed toward a hostile creature that it can see.

Legendary Actions

The shah dalamadur can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shah dalamadur regains spent legendary actions at the start of its turn.

Squeeze. The shah dalamadur makes a constrict attack.

Rattle (Costs 2 Actions). The shah dalamadur uses its Rattle.

Meteor (Costs 3 Actions). The shah dalamadur opens its mouth and magically creates three swirling balls of blue fire, launching them into the sky, each of which can strike a different target the shah dalamadur can see within 120 feet of it. A target must make a DC 22 Dexterity saving throw, taking 31 (7d8) lightning damage on a failed save, or half as much damage on a successful one.

Shah Dalamadur

Challenge Rating 30 **Carves** 9

Carve Chance	Material	Slots
1-2	Elder Dragon Blood x2	(O)
3-4	Elder Dragon Bone x2	(O)
5-6	S.Dalamadur Glaive	(A,W)
7-8	S.Dalamadur Gazer	(A,W)
9-10	S.Dalamadur Steel	(A,W)
11	S.Vortex Bone	(A,W)
12	S.Dalamadur Pectus	(A,W)
13	S.Dalamadur Ripper	(W)
14-15	S.Dalam Tail Scale	(A,W)
16-17	S.Dalam Tail Shell	(W)
18-19	S.Dalamadur Fanblade	(W)
20	Skyblade Dragon Sapphire	(A,W)

ARMOR MATERIAL EFFECTS

S.Dalamadur Glaive
Pack Rat. While you are attuned to this armor, your party can gather double the normal number of resources available on a hunt.

S.Dalamadur Gazer
Guts+2. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a short or long rest.

S.Dalamadur Steel
Nimbleness. You have advantage on Dexterity (Acrobatics) checks and Dexterity saving throws while you wear this armor. Also when you are subjected to an effect that allows you to make a dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

S.Vortex Bone
While you are attuned to this armor, you can use an action to speak its command word to cast the *polymorph* spell from it and turn into a *giant constrictor snake (MM p.324)* that resembles the dalamadur. You can use this property twice, regaining all expended uses when you finish a long rest.

S.Dalamadur Pectus
Wellness. While wearing this armor, you cannot be unwillingly put to sleep, poisoned, paralyzed, or stunned.

S.Dalam Tail Scale
Iron Wall+. You have a +3 bonus to your armor class while you wear this armor.

Skyblade Dragon Sapphire
You are immune to cold and fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

S.Dalamadur Glaive
Awaken+. When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls two extra damage die when it hits. For example a shortsword now rolls 3d6 and a greatsword deals 4d6.

S. Dalamadur Gazer. *(Ranged Weapon Only)*
Bonus Shot. When you take the attack action, you can make one additional attack with this weapon as a bonus action.

S.Dalamadur Steel
At the start of your turn if a creature is grappled or restrained by you, that creature takes 2d6 bludgeoning damage.

S.Vortex Bone *(Hammer Only)*
Punish Draw+. A creatures hit by your hammer's *mighty weapon* make its saving throw at disadvantage.

S.Dalamadur Pectus
Amplify. The elemental damage done by your weapon is increased by one die size and the duration of consumables is increased by 50%.

S.Dalamadur Ripper *(Bladed Weapon Only)*
Honed Blade+. This weapons damage die is increased by 1 size up to a maximum of a d12. A d6 becomes a d8, a d8 becomes a d10, a d10 becomes a d12.

S.Dalam Tail Scale *(Spellcaster Only)*
You know the *melf's minute meteors* spell while attuned to this weapon. If you already know the spell, you cast it as if it was three levels higher than the spell slot you use.

S.Dalam Tail Shell
This weapon has 3 runes which are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 21 Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a successful save.

S.Dalamadur Fanblade
Brutality. Your weapon attacks critical hit range is increased by 2 and you deal an extra 1d10 damage when you critically hit with this weapon.

Skyblade Dragon Sapphire
This weapon has 3 runes which are regained daily at dawn. As an action you can expend a rune to have the target make a DC 21 Charisma saving throw or become charmed by you as if you cast the *charm person* spell.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Dire Miralis

Dire Miralis is a very large, semi-aquatic Elder Dragon. Its body structure is reminiscent of Fatalis, with relatively short limbs and a long tail and neck. Its body is filled with a magma-like substance which pools at the base of the tail, the chest, and at each shoulder. Each of these pools directs magma flow to certain parts of the body. On its back are a pair of wing-like appendages. Seemingly useless in terms of flight, these "wings" feature cannon-like chutes which can extrude globules of magma, both as a means of defense and as a way to jettison excess magma. Dire Miralis head features a frill-like structure and an upturned snout.

Due to the hot fluids inside of Dire Miralis, an intense heat is known to come from its body, boiling any sources of water around it. This intense heat can easily wipe out all living creatures within Dire Miralis's range.

Interestingly, long after a Dire Miralis dies, its heart continues to beat even if removed--just as legend states. It is said that Dire Miralis can regenerate its whole body with its heart alone, and that Dire Miralis is even immortal.

Dire Miralis is extremely hostile to all living things and can destroy an entire ecosystem just from its intense heat. A Dire Miralis actually destroyed the Tainted Sea and killed all living things in the area, filling the water with blood, until it was driven off in ancient times. This monster is one that many hunters don't live to tell about.

Dire Miralis

Gargantuan dragon (elder), unaligned

Armor Class 18 (natural armor)
Hit Points 155 (10d20 + 50)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	21 (+5)	12 (+1)	15 (+2)	9 (-1)

Saving Throws Wis +6, Cha +3
Damage Immunities fire
Condition Immunities frightened
Senses blindsight 120 ft., passive Perception 12
Languages Draconic
Challenge 11 (7,200 XP) **Proficiency** +4

Legendary Resistance (2/Day). If the dire miralis fails a saving throw, it can choose to succeed instead.

Magma Armor. While the dire miralis is below half of its maximum hp, its body cools and it gains a +4 bonus to its AC.

Siege Monster. The dire miralis deals double damage to objects and structures.

Actions

Multiattack. The dire miralis makes two Claw attacks, or two Magma Glob attacks.

Claw. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) slashing damage.

Magma Glob. *Ranged Weapon Attack.* +11 to hit, reach 60/240 ft., one target. *Hit:* 27 (5d10) fire damage and the space it is in is covered in lava for 24 hours before cooling. A creature that starts its turn in lava or enters the space for the first time on a turn, takes 11 (2d10) fire damage. On a miss, an unoccupied space within 5 feet of the target is covered in lava. The lava ignites flammable objects in the area that aren't being worn or carried.

Crush. The dire miralis slams its body on the ground in a 40-foot square in front of it. Each creature in that area must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (4d8) bludgeoning damage plus 18 (4d8) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the dire miralis's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dire miralis's space.

Greater Fireball (Recharge 5-6). The dire miralis exhales a massive fireball which explodes at a point it can see within 150 feet of it. Each creature in a 25-foot radius sphere centered on that point must make a DC 17 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

Dire Miralis

Challenge Rating 11 **Carves** 6

Carve Chance	Material	Slots
1-4	Miralis Scale	(A,W)
5-7	Miralis Fireback	(A)
8-9	Miralis Fireclaw	(W)
10	Gushing Magma	(A,W)
11-13	Immortal Heart	(A,W)
14-15	Miralis Smelter	(A,W)
16-17	Miralis Hellwing	(A,W)
18-19	Miralis Evil Eye	(A,W)
20	Dire Dragongem	(W)

ARMOR MATERIAL EFFECTS

Miralis Scale
Current Resist. While wearing this armor you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.

Miralis Fireback
Windproof. Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

Gushing Magma
Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened and you have advantage on saving throws against thunder damage. You can dispel the ear plugs as a bonus action ending the deafened effect.

Immortal Heart
When you are below half of your maximum hit points, you can use your bonus action to increase your AC by 2 for 1 minute. Once you use this feature, you cannot use it again until you complete a short or long rest.

Miralis Smelter
Geologist+. When you successfully gather a mining resource, you gather an extra 1d4 more.

Miralis Hellwing
You have resistance to fire damage while you wear this armor.

Miralis Evil Eye
Rock Steady. While wearing this armor, you can't be unwillingly knocked prone and you ignore effects like the kushala daora and amatsu's wind barrier.

WEAPON MATERIAL EFFECTS

Miralis Scale
Your fire spells deal an extra 1d6 fire damage.

Miralis Fireclaw
Your weapon deals an extra 1d6 fire damage.

Gushing Magma
Bow Charge Plus. While attuned to this weapon, you can use your dragonpiercer one additional time between rests and it recharges after a Short or Long rest.

Immortal Heart
Whenever you cast a spell of 1st-level or higher, lava erupts from the ground around you. any creature within 5 feet of you takes 5 points of fire damage. Also when you cast a spell that deals fire damage, it deals extra damage equal to 2 times the spells level as fire damage.

Miralis Smelter
This weapon has 3 runes that it regains daily at dawn. When you hit a creature with this weapon, you can expend a rune to have it make a DC 15 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Miralis Hellwing *(Spellcaster Only)*
This weapon has 7 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *fireball* spell (save DC 15) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

This weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

Miralis Evil Eye
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Dire Dragongem
Latent Power +1. When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

Tempered Dire Miralis

Gargantuan dragon (elder), unaligned

Armor Class 18 (natural armor)
Hit Points 214 (13d20 + 78)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	23 (+6)	12 (+1)	15 (+2)	9 (-1)

Saving Throws Con +12, Wis +8, Cha +5
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire
Condition Immunities frightened
Senses blindsight 120 ft., passive Perception 12
Languages Draconic
Challenge 18 (20,000 XP) **Proficiency** +6

Legendary Resistance (2/Day). If the dire miralis fails a saving throw, it can choose to succeed instead.

Magma Armor. While the dire miralis is below half of its maximum hp, its body cools and it gains a +5 bonus to its AC.

Siege Monster. The dire miralis deals double damage to objects and structures.

Actions

Multiattack. The dire miralis makes two Claw attacks, or two Magma Glob attacks.

Claw. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) slashing damage.

Magma Glob. *Ranged Weapon Attack.* +13 to hit, reach 60/240 ft., one target. *Hit:* 33 (6d10) fire damage and the space it is in, is covered in lava for 24 hours before cooling. On a miss, an unoccupied space within 5 feet of the target is covered in lava. The lava ignites flammable objects in the area that aren't being worn or carried and creatures that starts its turn in the lava or enters the space for the first time on a turn, takes 11 (2d10) fire damage.

Crush. The dire miralis slams its body on the ground in a 40-foot square in front of it. Each creature in that area must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (4d8) bludgeoning damage plus 22 (5d8) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the dire miralis's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dire miralis's space.

Greater Fireball (Recharge 5-6). The dire miralis exhales a massive fireball which explodes at a point it can see within 150 feet of it. Each creature in a 25-foot radius sphere centered on that point must make a DC 20 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

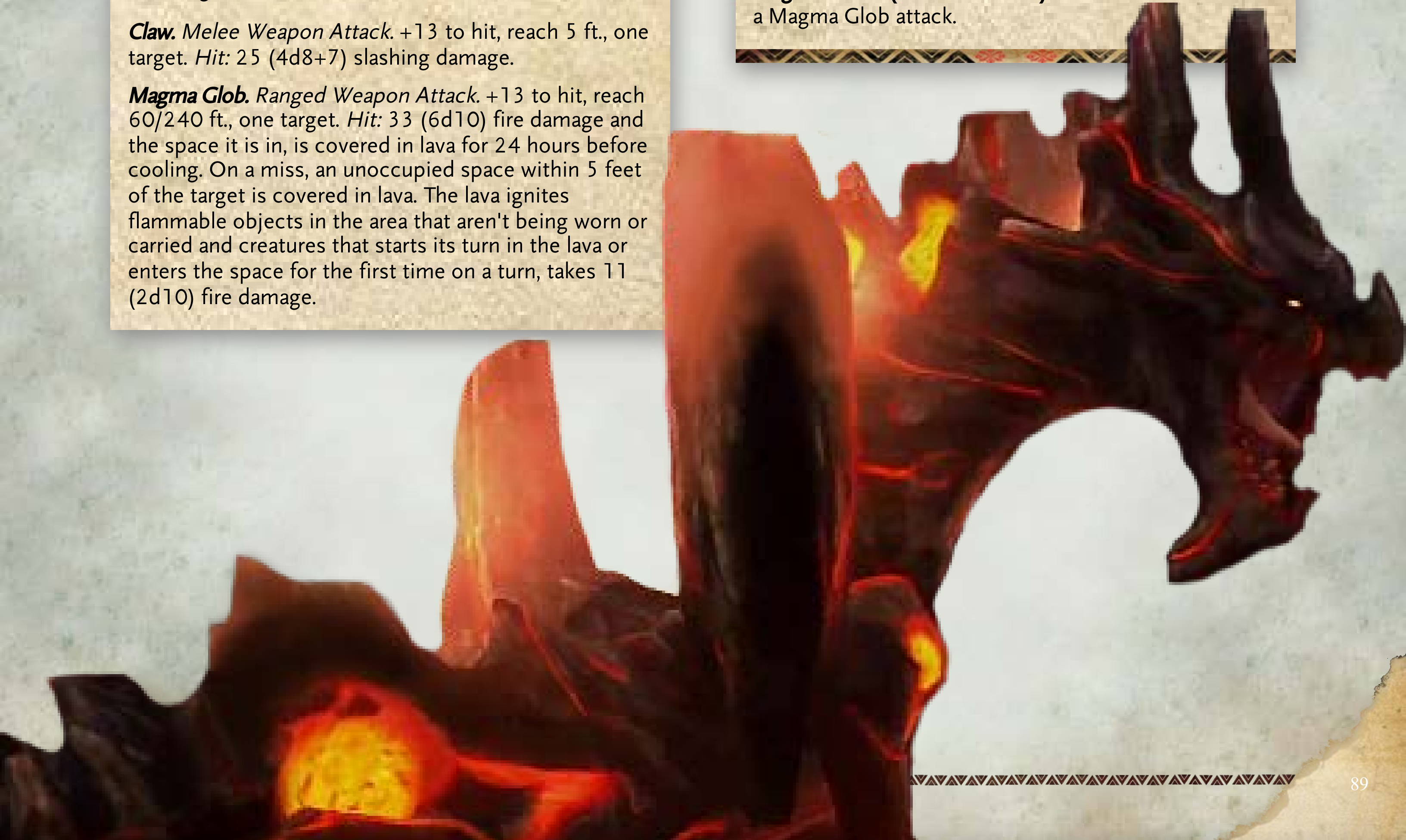
Legendary Actions

The dire miralis can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dire miralis regains spent legendary actions at the start of its turn.

Move. The dire miralis moves up to its speed without provoking opportunity attacks.

Tremor. The dire miralis stomps on the ground sending a tremor out in a 60-foot radius around it. Each creature on the ground in that area must succeed on a DC 21 Dexterity saving throw or be knocked prone.

Magma Attack (Costs 2 Actions). The dire miralis makes a Magma Glob attack.



Tempered Dire Miralis

Challenge Rating 18
Carves 6

Carve Chance	Material	Slots
1-4	T.Miralis Scale	(A,W)
5-7	T.Miralis Fireback	(A)
8-9	T.Miralis Fireclaw	(W)
10	T.Gushing Magma	(A,W)
11-13	T.Immortal Heart	(A,W)
14-15	T.Miralis Smelter	(A,W)
16-17	T.Miralis Hellwing	(A,W)
18-19	T.Miralis Evil Eye	(A,W)
20	T.Dire Dragongem	(W)

ARMOR MATERIAL EFFECTS

T.Miralis Scale
Current Resist. While wearing this armor you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.

T.Miralis Fireback
Windproof. Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

T.Gushing Magma
HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

T.Immortal Heart
When you are below half of your maximum hit points, you can use your bonus action to increase your AC by 3 for 1 minute. Once you use this feature, you cannot use it again until you complete a short or long rest.

T.Miralis Smelter
Geologist+. When you successfully gather a mining resource, you gather an extra 1d4 more.

T.Miralis Hellwing
You are immune to fire damage while you wear this armor.

T.Miralis Evil Eye
Rock Steady. While wearing this armor, you can't be unwillingly knocked prone and you ignore effects like the kushala daora and amatsu's wind barrier.

WEAPON MATERIAL EFFECTS

T.Miralis Scale
Your fire spells deals an extra 1d6 fire damage.

T.Miralis Fireclaw
Your weapon deals an extra 1d8 fire damage.

T.Gushing Magma
Bow Charge Plus+. While attuned to this weapon, you can use your dragonpiercer two additional times between rests and it recharges after a Short or Long rest.

T.Immortal Heart
Whenever you cast a spell of 1st-level or higher, lava erupts from the ground around you. any creature within 5 feet of you takes 9 (2d8) points of fire damage. Also when you cast a spell that deals fire damage, it deals extra damage equal to 2 times the spells level as fire damage.

T.Miralis Smelter
This weapon has 4 runes that it regains daily at dawn. When you hit a creature with this weapon, you can expend a rune to have it make a DC 16 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

T.Miralis Hellwing *(Spellcaster Only)*
This weapon has 7 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *fireball* spell (save DC 16) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend. This weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

T.Miralis Evil Eye
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

T.Dire Dragongem
Latent Power +2. When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

Archtempered Dire Miralis

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 437 (25d20 + 175)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	25 (+7)	12 (+1)	15 (+2)	9 (-1)

Saving Throws Con +15, Int +9, Wis +10, Cha +7
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire
Condition Immunities charmed, frightened
Senses blindsight 120 ft., passive Perception 12
Languages Draconic
Challenge 26 (90,000 XP) **Proficiency** +8

Legendary Resistance (4/Day). If the dire miralis fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dire miralis has advantage on saving throws against spells and other magical effects.

Magma Armor. While the dire miralis is below half of its maximum hp, its body cools and it gains a +6 bonus to its AC.

Siege Monster. The dire miralis deals double damage to objects and structures.

Actions

Multiattack. The dire miralis makes two claw attacks. Or it makes two magma glob attacks.

Claw. *Melee Weapon Attack.* +15 to hit, reach 15 ft., one target. *Hit:* 25 (4d8+7) slashing damage.

Magma Glob. *Ranged Weapon Attack.* +15 to hit, reach 60/240 ft., one target. *Hit:* 38 (7d10) fire damage and the space it is in, is covered in lava for 24 hours before cooling. On a miss, an unoccupied space within 5 feet of the target is covered in lava. The lava ignites flammable objects in the area that aren't being worn or carried and creatures that starts its turn in the lava or enters the space for the first time on a turn, takes 11 (2d10) fire damage.

Crush. The dire miralis slams its body on the ground in a 40-foot square in front of it. Each creature in that area must succeed on a DC 23 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (4d8) bludgeoning damage plus 31 (7d8) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the dire miralis's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dire miralis's space.

Greater Fireball (Recharge 5-6). The dire miralis exhales a massive fireball which explodes at a point it can see within 150 feet of it. Each creature in a 25-foot radius sphere centered on that point must make a DC 23 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

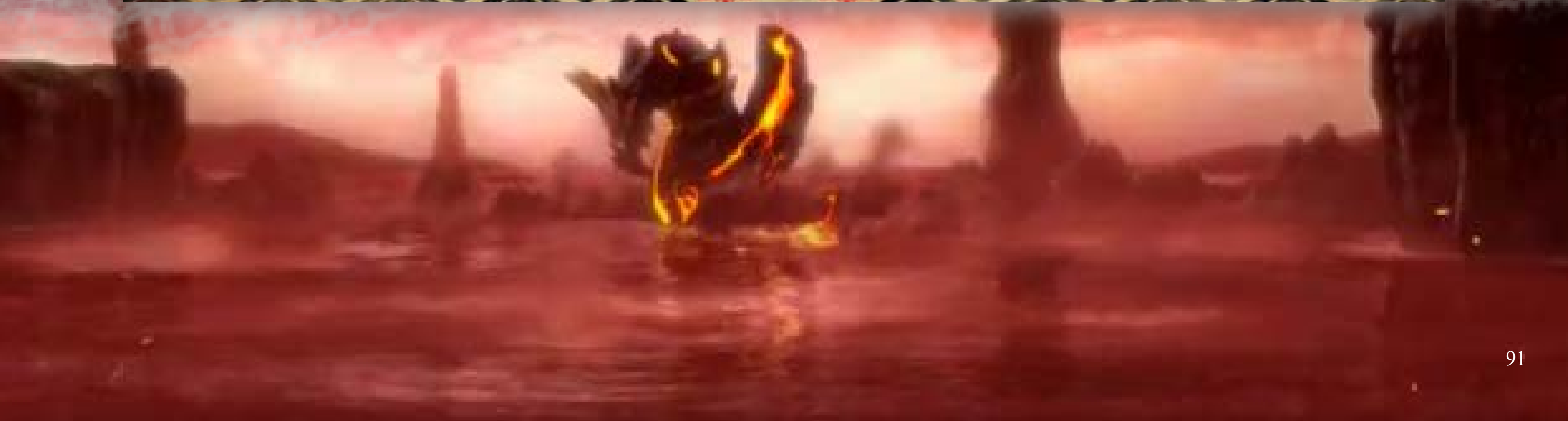
Legendary Actions

The dire miralis can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dire miralis regains spent legendary actions at the start of its turn.

Move. The dire miralis moves up to its speed without provoking opportunity attacks.

Tremor. The dire miralis stomps on the ground sending a tremor out in a 60-foot radius around it. Each creature in that area must succeed on a DC 23 Dexterity saving throw or be knocked prone.

Magma Attack (Costs 2 Actions). The dire miralis makes a magma glob attack.



Archtempered Dire Miralis

Challenge Rating 26 **Carves** 6

Carve Chance	Material	Slots
1-4	AT.Miralis Scale	(A,W)
5-7	AT.Miralis Fireback	(A)
8-9	AT.Miralis Fireclaw	(W)
10	AT.Gushing Magma	(A)
11-13	AT.Immortal Heart	(A,W)
14-15	AT.Miralis Smelter	(A,W)
16-17	AT.Miralis Hellwing	(A,W)
18-19	AT.Miralis Evil Eye	(A,W)
20	AT.Dire Dragongem	(W)

ARMOR MATERIAL EFFECTS

AT.Miralis Scale
Current Resist. While wearing this armor you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.

AT.Miralis Fireback
Windproof. Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

AT.Gushing Magma
HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

AT.Immortal Heart
When you are below half of your maximum hit points, you can use your bonus action to increase your AC by 4 for 1 minute. Once you use this feature, you cannot use it again until you complete a short or long rest.

AT.Miralis Smelter
Geologist+. When you successfully gather a mining resource, you gather an extra 1d4 more.

AT.Miralis Hellwing
You are immune to fire damage while you wear this armor.

AT.Miralis Evil Eye
Rock Steady. While wearing this armor, you can't be unwillingly knocked prone and you ignore effects like the kushala daora and amatsu's wind barrier.

WEAPON MATERIAL EFFECTS

AT.Miralis Scale
Your fire spells deals an extra 1d8 fire damage.

AT.Miralis Fireclaw
Your weapon deals an extra 2d6 fire damage.

AT.Gushing Magma
Bow Charge Plus++. While attuned to this weapon, you can use your dragonpiercer three additional times between rests and it recharges after a Short or Long rest.

AT.Immortal Heart
Whenever you cast a spell of 1st-level or higher, lava erupts from the ground around you. any creature within 10 feet of you takes 9 (2d8) points of fire damage. Also when you cast a spell that deals fire damage, it deals extra damage equal to 2 times the spells level as fire damage.

AT.Miralis Smelter
This weapon has 5 runes that it regains daily at dawn. When you hit a creature with this weapon, you can expend a rune to have it make a DC 17 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

AT.Miralis Hellwing *(Spellcaster Only)*
This weapon has 8 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *fireball* spell (save DC 17) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend. This weapon regains 1d6 + 2 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

AT.Miralis Evil Eye
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

AT.Dire Dragongem
Latent Power +2. When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

Fatalis

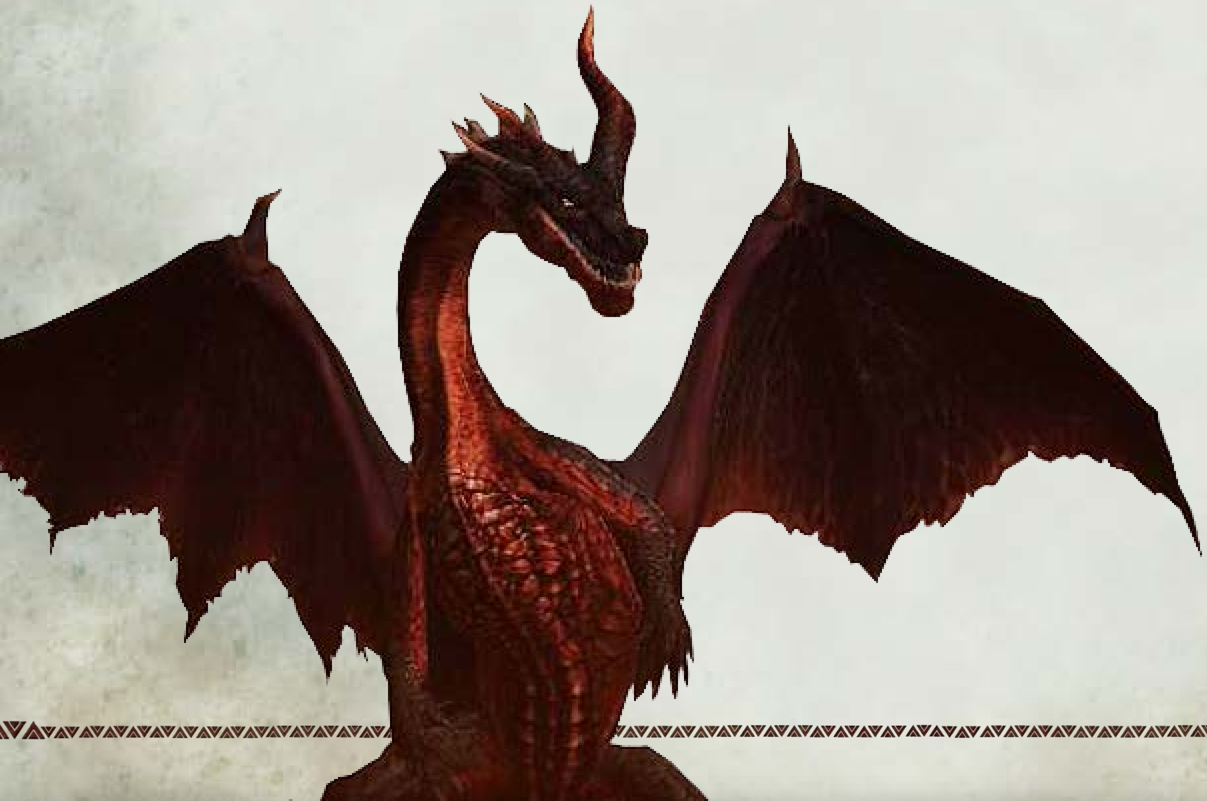
In legend, it is said that all living things fear Fatalis, including other Elder Dragons, such as Teostra and Lao-Shan Lung. All monsters are said to try to avoid Fatalis at all costs, leading to some leaving areas altogether simply to avoid it.

The Fatalis is a powerful, unnatural beast. The Fatalis scales are extremely thick, while its shell is very durable. This is due to Fatalis melting the armor of its fallen prey on its shell, increasing its protection against some attacks. Fatalis doesn't seem to have very good eyesight, though this may be partially be due to what its eyes are made of. Creepily, a Fatalis's eyes are made out of crystals. How is unknown. Fatalis's wing membrane is flexible, but as hard as metal. From this, Fatalis's wings don't break very easily, allowing it to fly at high speeds and support itself as it becomes airborne. Even on the ground, Fatalis is able to walk on all fours and rush prey at shocking speeds with sheer power behind its bulk. The most powerful feature is its powerful fiery breath. This fire is some of the strongest fire breath out of all monsters and can kill most enemies almost instantly. Recent encounters have revealed that Fatalis possess control over fire on par with Teostra and Lunastra. Its fire breath extends well beyond the length and height of the already large dragon.

In some legends about the Fatalis, there is a legend known by some as the shifting scales of fate. This legend claims that the Second Coming of Fatalis is infinite. The Fatalis in this legend is quite different from the Fatalis seen in the other legends. This Fatalis is described to have six horns, a glowing blue chest, a short mane in between its spikes, bizarre fluids flowing throughout its body, and the ability to shift its scales from black, red, or white. Each set of scales is said to grant the fatalis different abilities and protection. The most well known of these skills are the Black Flame and Crimson Demons breath that are said to combine the elements Fire and Death together, Despite both being combined together with the same elements, Each breath has a different element that seems to overtake this Fatalis's body, allowing it to do things not seen in other legends. This Fatalis is said to be able to send monsters running with a single flap of its wings. A creepy light coming from its eyes invites those it stares at into its dark depths. The fluids are said to have no exact weight. Its shell is impervious to strikes from weapons and has terrifying power inside of it, which could be unleashed at any time. The scariest part about this legend is that not only is its strength far beyond the ones from the other legends, but its body shows signs of possible regenerative powers. This means that this Fatalis may be able to regenerate after taking large amounts of damage, just like Dire Miralis can regenerate from its still beating heart. Thankfully, this legend hasn't been proven as of yet so the Guild has nothing to worry about.

One thing that all the legends share about Fatalis is its equipment. This equipment is much more than what it appears to be. When adventurers wear this monster's armor, they are known to disappear mysteriously without a trace or even die if the armor is worn for too long. Some who have worn the Fatalis's armor report having terrible nightmares, unsettling strength, and a feeling as if they were being possessed by something. They also report feeling a familiar pulse coming from the armor, a feeling as if their legs were taken from them. With some adventurers wearing the armor of the Black Flame, they report feeling as if their body was taken over while they were unconscious. It is said that this equipment might be alive, meaning that Fatalis might not truly be dead. In Pokke Village, a giant black blade embedded in the ice is known to regenerate days after being mined once, which supports this claim that Fatalis is still alive. Other Fatalis weapons also seem to suggest that Fatalis is still alive in some form. Some weapons despair eat at the user's hands while other weapons, when held, have hideous abyssal screams coming from them. Some weapons even have a thirst for blood. From this, it is said that it's best to not use any equipment from Fatalis in any form at all.

Fatalis is extremely hostile to all living things. It threatens the very existence of not only the Castle Schrade, but the very world around it. In legend, it is said Fatalis could scorch the whole world with its flames in a few days, burning all lands to a crisp. Due to this, the Guild will secretly send adventurers to hunt it down to prevent public panic. However, most adventurers never return. Due to many incidents surrounding Schrade Kingdom and Fatalis, the Adventurer's Guild has classified everything about both away from the public. Fatalis's armor and quest are only allowed to those that have proven they are quite credible.



Fatalis

Gargantuan dragon (elder), chaotic evil

Armor Class 22 (natural armor)
Hit Points 536 (29d20 + 232)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	19 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +8, Con +16, Wis +11, Cha +13
Skills Insight +11, Intimidation +13, Perception +11
Damage Immunities determined by Shifting Scales
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 28 (120,000 XP) **Proficiency** +8

Legendary Resistance (3/Day). If the fatalis fails a saving throw, it can choose to succeed instead.

Magic Resistance. The fatalis has advantage on saving throws against spells and other magical effects.

Shifting Scales. The fatalis has three forms; black, crimson, and white. At the start of the fatalis turn its scales shift, black to crimson, crimson to white, or white to black. The Fatalis loses its breath weapon, damage immunities, and elemental damage from its bite or claw attacks and gain the benefits below of its new scale color. *Breath attacks all share the same recharge.*

Black Scales

- *Black Fire (Recharge 5-6).* The fatalis exhales a black flame in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 55 (10d10) necrotic damage plus 28 (8d6) fire on a failed save, or half as much damage on a successful one.
- *Bite.* attacks deal an additional 11 (2d10) necrotic damage (not included in the attack action).
- *Damage Immunities.* necrotic, bludgeoning

Crimson Scales

- *Crimson Demons Breath (Recharge 5-6).* The fatalis exhales flames mixed with necrotic energy in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 24 Dexterity saving throw, taking 54 (12d8) fire damage plus 28 (8d6) necrotic on a failed save, or half as much damage on a successful one.
- *Bite.* attacks deal an additional 11 (2d10) fire damage (not included in the attack action).
- *Damage Immunities.* fire, slashing

White Scales

- *Emperor's Roar (Recharge 5-6).* The fatalis calls down a giant bolt of red lightning enveloping the area around the fatalis with a bright red glow. Each creature in a 20-foot-radius, 100-foot-high cylinder centered on the ground below the fatalis must make a DC 24 Dexterity saving throw, taking 56 (16d6) lighting damage plus 22 (5d8) fire on a failed save, or half as much damage on a successful one.
- *Claw.* attack deals an additional 7 (2d6) lightning damage (not included in the attack action).
- *Damage Immunities.* lightning, piercing

Actions

Multiattack. The fatalis can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, 20 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the fatalis's choice that is within 120 feet of the fatalis and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fatalis's Frightful Presence for the next 24 hours.

Fireball. The fatalis exhales a fireball which explodes at a point it can see within 120 feet of it. Each creature in a 25-foot radius sphere centered on that point must make a DC 24 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The fatalis can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fatalis regains spent legendary actions at the start of its turn.

Detect. The fatalis makes a Wisdom (Perception) check.

Tail Attack. The fatalis makes a Tail attack.

Wing Attack (Costs 2 Actions). The fatalis beats its wings. Each creature within 15 feet of the fatalis must succeed on a DC 25 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. The fatalis can then fly up to half its flying speed.

Fatalis

Challenge Rating 28 **Carves** 9

Carve Chance	Material	Slots
1-2	Dark Stone	(O)
3-4	Fatalis B.Scale	(A,W)
5-6	Fatalis R.Scale	(A,W)
7-8	Fatalis W.Scale	(A,W)
9-10	Fatalis Shell	(A,W)
11-12	Fatalis Webbing	(A,W)
13-14	Fatalis Fellwing	(A,W)
15-16	Fatalis Cortex	(A,W)
17-18	Fatalis Horn	(A,W)
19-20	Fatalis Eye	(A,W)

ARMOR MATERIAL EFFECTS

Fatalis B.Scale
You have resistance to poison damage and immunity to acid damage while you wear this armor.

Fatalis R.Scale
You are immune to fire damage and you are immune to the poisoned condition while you wear this armor.

Fatalis W.Scale
You are immune to cold damage and you cannot be paralyzed while you wear this armor.

Fatalis Shell
Evade Window+. This armor has 5 runes, and it regains 1d5 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Fatalis Webbing
Your Constitution score is 24 while you wear this armor. It has no effect on you if your Constitution is already 24 or higher.

Fatalis Fellwing *(Paladin & Cleric Only)*
You can use your channel divinity feature one additional time between rests.

Fatalis Cortex
Stellar Hunter. You have advantage on Dexterity (Stealth), Intelligence (Investigation), Strength (Athletics), Wisdom (Insight), and Wisdom (Survival) checks.

Fatalis Horn
Wellness. While wearing this armor, you cannot be unwillingly put to sleep, poisoned, paralyzed, or stunned.

Fatalis Eye
Dark Finale. When you are reduced to 0 hit points but not killed outright, you can use your reaction to become possessed by the Fatalis' evil energies and the following occurs:

- You heal to your maximum hit points.
- Your eyes glow red, and an aura of black wisps encompasses your body.
- At the start of each of your turns, you take 10 (1d20) necrotic damage. This damage bypasses resistances and immunities, and can't be reduced or avoided by any means.
- While possessed, you cannot be grappled, stunned, or restrained.
- You gain a +2 bonus to AC and you have advantage on all saving throws.
- You cannot be healed by normal or magical means.

When you are reduced to 0 hit points again, you automatically fail 2 death saving throws and the possession ends.

WEAPON MATERIAL EFFECTS

Fatalis B.Scale *(Melee Weapon Only)*
When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 acid damage. Then roll another d20. If you roll a 20, one of the target's limbs dissolves, with the effect of such loss determined by the GM. If the creature has no limb to dissolve, you dissolve a portion of its body instead.

Fatalis R.Scale
While holding this weapon, you can use an action to speak the weapon's command word and summon a fire elemental and 1d4 magma mephits as if you had cast the *conjure elemental* spell for each creature.

Fatalis W.Scale
This weapon has 5 runes that it regains daily at dawn. When you hit a creature with this weapon you can expend 1 rune to have the creature make a DC 21 Constitution saving throw. On a failed save, the target is chilled to the bone for 1 minute. While chilled it has disadvantage on all attack rolls and ability checks, and its speed is reduced by 10 feet. A creature can repeat its saving throw at the end of each of its turns, ending the effect on a success.

Fatalis Shell
Rapid Reload. You can reload as a free action while you are attuned to this weapon. Additionally, when you make a ranged weapon attack roll and roll a 20 for the attack roll, you can make one additional attack as a free action.

Fatalis Webbing
Critical Eye+2. Your weapon attacks critical hit range is increased by 3.

Fatalis Fellwing
This weapon acts as an arcane focus for your spellcasting. While holding this weapon you can cast a spell of 4th level or lower that would normally take an action, as a bonus action.

Fatalis Cortex
While holding this weapon, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

Fatalis Horn
Blazing Majesty. As a bonus action you can activate this weapons property known as *Blazing Grace* for 1 minute. While blazing grace is active, you gain the following benefits:

- You are immune to fire damage.
- You can use an action to cast *Melf's Minute Meteors* (DC 19) from the weapon at will, requiring no material components.
- Your weapons deal an extra 2d6 fire damage.
- You can use the hammer's *Mighty Weapon* property once with any weapon.

Once you use this property, you cannot use it again until the next dawn.

Fatalis Eye
Mind's Eye+. Your attacks with this weapon bypass the damage resistances and immunities of any creature.

OTHER MATERIAL EFFECTS
Dark Stone *(Trinket Only)*
When inserted into a trinket you begin to hear hushed voices coming from it. When you spend a few hours staring into the trinket and listening to its whispers, name someone you know but on whom you have never used this power on before. Then, roll 2d6+2.

On a 10+, The trinket reveals a secret about them.
On a 7-9, As 10+, but you must first reveal a secret to the trinket about your hopes, fears, regrets, or desires.
On a 6-, the trinket pries a secret from your mind.

Each time the trinket reveals a secret, mark a box.
[ ] [ ] [ ] [ ] [ ]
When you mark the last box, you unlock the trinkets' mysteries and can use *Shadow Magic*

SHADOW MAGIC

When you hold the trinket and call on the shadows within, choose one of the following as an action and roll 2d6+2:

On a 10+, The magic is cast successfully.
On a 7-9, As a 10+, but you suffer one of the consequences below of the GM choice, if they choose to pick one.
On a 6-, The trinket ceases to function until it is caressed by a dying breath.

ACTIONS.

- You cloak yourself in shadows and silence for 1 minute, as if by the *invisibility* and *silence* spells. Moving unseen and unnoticed as long as you draw no attention to yourself and avoid the sun or sacred light.
- Name someone you know or to whom you have an arcane link (hair, piece of clothing, etc.). For the next 24 hours you can see them, hear them, and whisper to them as if from a nearby shadow.
- Choose a creature you can see within 60 feet of you. That creature must succeed on a DC 17 Strength saving throw or be grappled by ensnaring shadows around them. A creature grappled by the shadows can use its action to make a contested Strength check against your Intelligence (Athletics) check. On a success, it frees itself.

CONSEQUENCES.

- The dark spirit in the trinket you were using escapes, manifesting in the world. Cross off the Shadow Magic option that was just used until the spirit is forced or convinced back into the trinket.
- Your eyes turn jet black. You have truesight out to 120 feet in dim light and darkness, but you see no color and are blinded by sunlight.
- Your skin turns deathly pale or coal black (your choice) and chill to the touch. You are immune to cold damage, but you have disadvantage on all social interaction checks. Additionally, the sun burns your skin, you take 1d4 fire damage for every 10 minutes you are in the sunlight.
- You begin to suffer from dark and troubling dreams. When you take a long rest make a DC 10 Wisdom saving throw. On a failed save you do not gain the benefits of a long rest and you suffer from nightmares that can reveal a useful secret.
- The spirits in the trinket take purchase in your soul. Once a day the spirits can compel you to action as if by the *command* spell. When they do, you must succeed on a DC 15 Wisdom saving throw. On a failed save, you follow the spirits command. If you fail your saving throw by 5 or more, you fall unconscious and spirits take control of your body for 1d4 hours. When you wake up, you have no memory of what you did.

Cursed. This material is cursed. Attuning to it curses you until you are targeted by the *greater restoration* or *wish* spell. As long as you remain cursed, you are unwilling to part with the trinket, keeping it on your person at all times.

Once the curse is broken, you are no longer attuned to the trinket, you no longer suffer from any consequences, and you can no longer attune to the trinket.

Fatalis's Lair

Fatalis makes its lair in the courtyard of the ruins of Castle Schrade that was built during ancient times, a shadow of its former glory. The area features blood red skies that have dark hues, and swirls of purple clouds.

Regional Effects

The region containing Fatalis's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Smoke blots out the sun within 6 miles of the lair.
- Endemic life is exceedingly rare or not present within 1 mile of the lair.
- Small earthquakes and forest fires are common within 6 miles of Fatalis's lair.

If Fatalis dies, the smoke abate within 1d10 hours. Any forest fires remain where they are until they die out.

Lair Actions

On initiative count 20 (losing initiative ties), Fatalis takes a lair action to cause one of the following effects; Fatalis can't use the same effect two rounds in a row:

- Fatalis scorches the ground with its breath creating an explosion in a 5-foot-wide line between two locations on the ground that Fatalis can see. They must be within 120 feet of fatalis and 40 feet of each other. Each creature in that line must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) fire damage plus 10 (3d6) bludgeoning damage.
- Fatalis rises onto its hindlegs and comes crashing down, causing a tremor in a 60-foot radius around it. Each creature other than Fatalis on the ground in that area must succeed on a DC 20 Dexterity saving throw or be knocked prone.
- The ground in a 20-foot-cubed area within 120 feet of fatalis explodes with hellfire and debris from below. Each creature in that area must succeed a DC 20 Dexterity saving throw or take or take 10 (3d6) fire damage plus 10 (3d6) bludgeoning damage.

Tempered Fatalis Loot Table

Tempered Fatalis uses the same loot table as the original Fatalis.

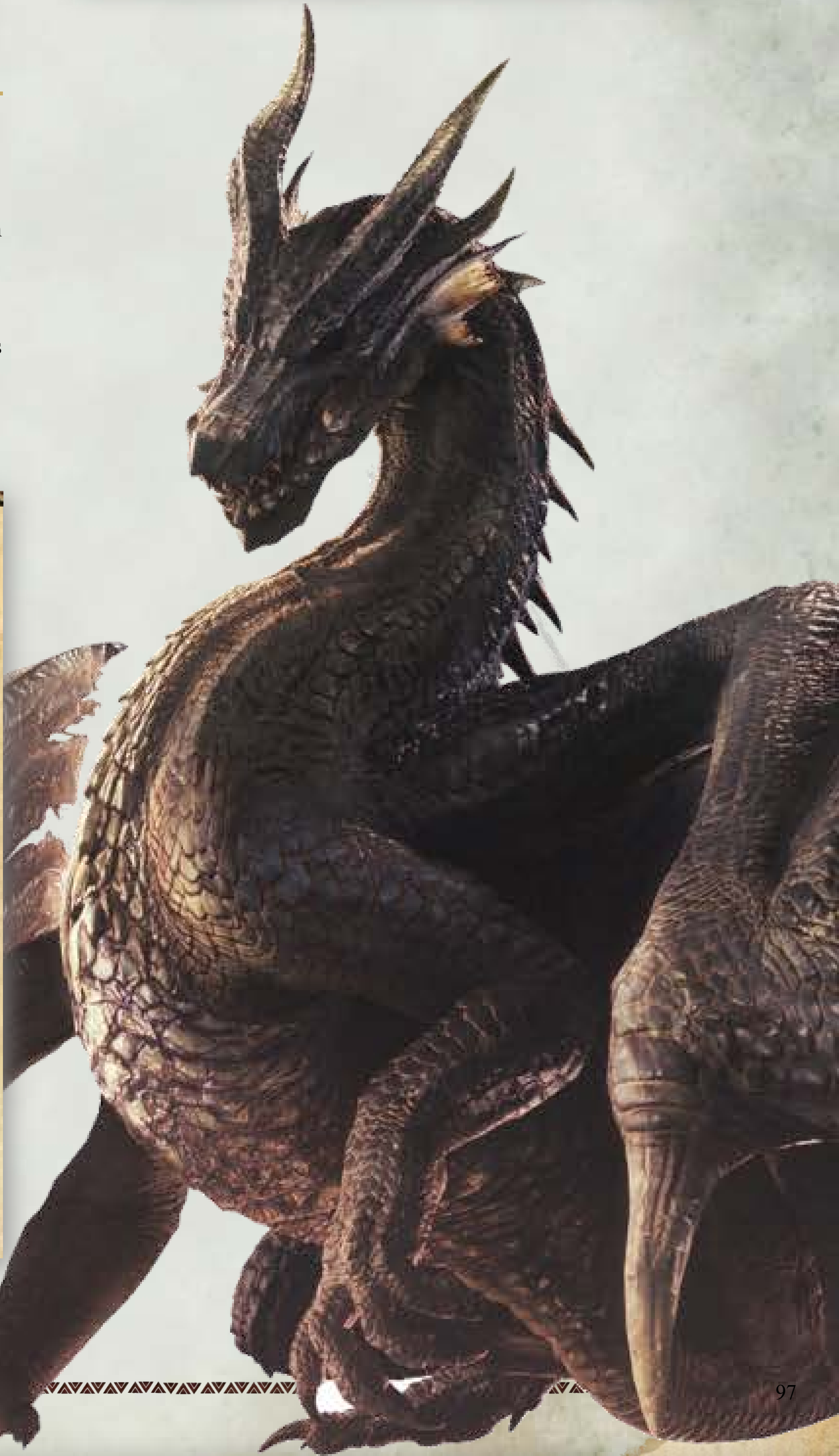
Tempered Fatalis

Gargantuan dragon (elder), chaotic evil

Armor Class 25 (natural armor)
Hit Points 697 (34d20 + 340)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	22 (+6)	25 (+7)	24 (+7)

Saving Throws Str +19, Dex +9, Wis +16, Cha +16
Skills Insight +16, Intimidation +16, Perception +16
Damage Resistances cold, lightning, poison, thunder
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, petrified, stunned
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 26
Languages Common, Draconic
Challenge 30 (155,000 XP or 310,000 XP as a mythic encounter) **Proficiency** +9



Hellfire. Fire damage dealt by Fatalis bypasses fire resistance and deals half damage to creatures that are immune to fire damage.

Legendary Resistance (3/Day). If Fatalis fails a saving throw, it can choose to succeed instead.

Magic Resistance. Fatalis has advantage on saving throws against spells and other magical effects.

Mythic Creature. Fatalis counts as a number of creatures equal to it's mythic multiplier (2) for the purposes of determining combat encounters. The XP value for Fatalis is multiplied by it's mythic multiplier.

World Ender (Mythic Trait; Recharges after a Short or Long Rest). When Fatalis is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, Fatalis regains 700 hit points and gains 200 temporary hit points. In addition it gains the following benefits and changes:

- Its Hellfire trait now bypasses a creature immunity and resistance to fire damage.
- It regains up to two expended legendary resistances uses.
- Creature's are no longer immune to Fatalis's Frightful Presence, until it succeeds on the saving throw or the effect ends again. Its Frightful Presence save DC is increased by 2.
- When a creature makes a melee weapon attack against Fatalis and misses by 5 or more, that creature becomes stuck to the Fatalis's chest. While stuck in this way the creature is restrained (Escape DC 19). On Fatalis's turn, if a creature is stuck to it, Fatalis can use a bonus action to make a bite attack against the creature and throw it 15 feet away into an unoccupied space.

Actions

Multiattack. The fatalis can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage and the target must succeed on a DC 27 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the fatalis's choice that is within 120 feet of the fatalis and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fatalis's Frightful Presence for the next 24 hours.

Fireballs. The fatalis exhales three fireballs which explode at different points it can see within within 120 feet of it. Each creature in a 10-foot radius Sphere centered on a point must make a DC 27 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one. A creature that is hit by more than one fireball takes no additional damage, but makes its saving throw at disadvantage.

Hellfire Breath (Recharge 6). The Fatalis exhales hellfire in a 120-foot cone in front of it. Each creature in that area must make a DC 27 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The fatalis can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fatalis regains spent legendary actions at the start of its turn.

Detect. Fatalis makes a Wisdom (Perception) check.

Tail Attack. Fatalis makes a Tail attack.

Trample (Costs 2 Actions). Fatalis moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature Fatalis moves through must succeed on a DC 27 Dexterity saving throw or take 32 (4d10 + 10) bludgeoning damage and be knocked prone.

Large Fireball (Costs 3 Actions). The fatalis exhales a monstrous sized fireball which explodes at a point it can see within within 120 feet of its location. Each creature in a 20-foot-radius sphere centered on that point must make a DC 27 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Mythic Trait

When the Fatalis' mythic trait is activated, it takes flight, without provoking opportunity attacks, and hovers 600 feet above the ground before releasing a gout of hellfire in a 600-foot line that is 10 feet wide. When the hellfire hit a creature or object it spreads out in a 150-foot radius. A creature that starts its turn in the flames must make a DC 27 Dexterity saving throw, taking 22 (4d10) fire damage on a failed saved or half as much damage on a successful one.

On subsequent turns, while the Fatalis's temporary hit points are above 0, Fatalis can't move from the space it is in and must use its action to maintain the gout of flames. As part of the same action Fatalis can change the direction of the hellfire. When Fatalis's temporary hit points are reduced to 0, it flinches and the gout of hellfire ends.

On the Fatalis's 5th turn, if it is still exhaling hellfire, it must use its action to release one final empowered gout of flames. Each creature in the flames area must make a DC 27 Dexterity saving throw, taking 196 (56d6) fire damage on a failed save, or half as much damage on a successful one. The final gout of flames ignite flammable objects in that area that aren't being worn or carried, and it begins to melt all cover and parts of structures in the flames area.

Gaismagorm

Gaismagorm is a massive Elder Dragon similar in size and structure to Gogmazios, though seemingly with a more pseudowyvern-like gait. Its back legs appear to be vestigial, as they drag along as it crawls along using its front legs and massive forearms, which appear to have been adapted from its wings like those of Gore Magala and Shagaru Magala. These forearms are incredibly dexterous, allowing it to easily climb vertical surfaces and even grip and toss objects at opponents.

Gaismagorm has a stout, angular head compared to its body with two horns and a mouth that functions as a unique sort of "split mouth" with four folding segments that come out from the jaw. The bottom two of which, possess two hooks that assist it when scooping up large amounts of matter that it either scoops out of the ground, or forces towards its mouth.

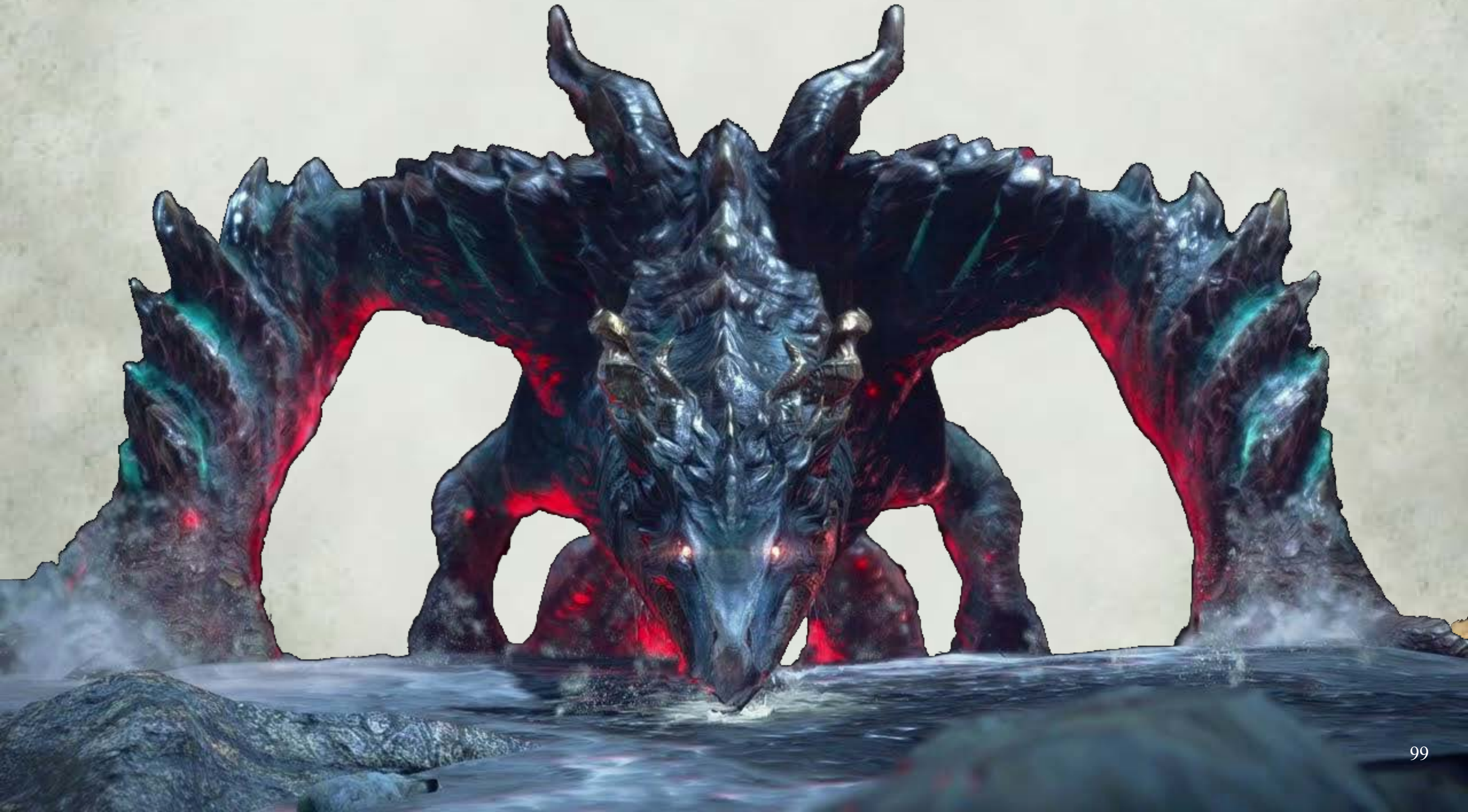
In addition, Gaismagorm has a barbed tongue, thick ridged plating covering its body with large central spikes around the shoulder region, and vents lining the surface of the body that it uses to expel energy absorbed from the Qurio, seen as "flames" which it uses to enhance its attacks and propel itself forwards. The Qurio themselves are violently protective of their host and swarm around it at all times.

Gaismagorm is the true host of the Qurio, and much like Malzeno, it shares a symbiotic relationship with them, and feeds on the life force they steal from their vctims for energy. It can manipulate the Qurio into doing a variety of attack and skills, such as creating crystal armor for defense and beam attacks. It has a vacuum breath which allows it to draw in foes before hitting them or absorb more Qurio to power itself up.

Gaismagorm can further use the energy gained by the Qurio to launch explosive fireball attacks from its mouth or any of the vents lining its arms, propel itself forwards in a similar fashion to Magnamalo, fire beams that infuse into the ground to make aftershocks, imbue its physical attacks with explosive aftershocks, and finally shoot it up into the air to cause a field wide effect where chunks of explosive red crystal drop from the sky.

Gaismagorm is also durable enough that even when impaled by three Dragonators, which the last one being explosive, it can still fight the hunter(s) with no sign of injury at all, and can even take two more during that fight.

Much of its time is spent dormant in a nest it creates underground to rest. After around 50 years has passed, it then creates a giant hole from its lair to the surface for the Qurio to emerge from so they can feed on the local monster populations. Gaismagorm then waits underground until the Qurio return with life energy from the surface in order to absorb it. Once it has enough energy, however, it will surface from its nest. It is known to be bitter rivals with Malzeno, the latter of which has kept it underground for decades, if not centuries by preventing it from obtaining enough energy to surface through the use of hijacking the Qurio it uses to feed. Gaismagorm is an aggressive and gluttonous Elder Dragon that desires to consume all forms of life in order to become stronger. This demonic looking monster was responsible for the near destruction of the Kingdom in the past.



Gaismagorm

Gargantaun dragon (elder), unaligned

Armor Class 25 (natural armor)
Hit Points 492 (24d20 + 240)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	30 (+10)	12 (+1)	20 (+5)	18 (+4)

Saving Throws Str +17, Con +18, Wis +13, Cha +12
Damage Immunities cold; bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses darkvision 240 ft., passive Perception 15
Languages Draconic
Challenge 28 (120,000 XP or 240,000 XP as a mythic encounter) **Proficiency** +8

Archdemon Mode (Mythic Trait; Recharges after a Short or Long Rest). If the gaismagorm would be reduced to 0 hit points, its current hit point total instead resets to 307 (15d20 + 150) hit points, and it regains any expended uses of Legendary Resistance. Additionally, the gaismagorm can now use its Meteor Rain and the options in the "Mythic Actions" section for 1 hour.

Gargantuan Monster. When the gaismagorm moves, it can move through and end its turn in a Medium or smaller creature space. When it does, that creature must succeed on a DC 25 Strength or Dexterity saving throw or take 10 (3d6) bludgeoning damage, be pushed 10 feet away and knocked prone.

Legendary Resistance (3/Day). If the gaismagorm fails a saving throw, it can choose to succeed instead.

Standing Leap. The gaismagorm's long jump is up to 30 feet and its high jump is up to 15 feet, without a running start.

Actions

Multiattack. The gaismagorm makes one Bite attack and two Wingarm attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 36 (6d8 + 9) piercing damage.

Boulder. *Range Weapon Attack:* +17 to hit, reach 90/360 ft., one target. *Hit:* 45 (8d8 + 9) bludgeoning damage.

Wingarm. *Melee Weapon Attack.* +17 to hit, reach 15 ft., one target. *Hit:* 23 (4d6 + 9) bludgeoning damage plus 14 (4d6) fire damage. If the gaismagorn jumped at least 10 feet straight toward the target immediately before the hit, it creates a pillar of rock from underneath the target, filling a 5-foot-square that is 10-feet tall and the target must succeed on a DC 25 Strength or Dexterity saving throw or take 14 (4d6) bludgeoning damage, be pushed 10 feet away and knocked prone.

Tail. *Melee Weapon Attack.* +17 to hit, reach 20 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Vacuum Explosive Clap (Normal State Only; Recharge 5-6). The gaismagorm jumps up to 30 feet into an unoccupied space and takes a deep breath. Each creature in a 300-foot cone must succeed on a DC 26 Strength saving throw or take 55 (10d10) thunder damage and be pulled into an unoccupied space near the cone's origin. The gaismagorm must use its Explosive Clap at the end of the next creature's next turn.

Meteor Rain (Archdemon Mode Only; Recharge 6). The gaismagorm fires a fireball into the sky causing a swirling orange vortex above it. Blazing orbs of fire plummet to the ground at four different points within 300-feet of the gaismagorm. Each creature in a 40-foot-radius sphere centered on each point must make a DC 26 Dexterity saving throw, taking 70 (20d6) fire damage plus 70 (20d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The sphere spreads around corners. A creature in the area of more than one fiery burst is affected only once.

Legendary Actions

The gaismagorm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gaismagorm regains spent legendary actions at the start of its turn.

Attack. The gaismagorm makes one Bite or Tail attack.

Explosive Clap (Normal State Only; Costs 2 Actions). The gaismagorm spits out an explosive ball, charging it up before detonating it. Each creature in a 30-foot cube originating from the gaismagorm must make a DC 25 Dexterity saving throw, taking 38 (11d6) fire damage and be pushed 10 feet away on a failed save, or half as much damage and isn't pushed on a successful one.

Wingarm Sweep (Costs 2 Actions). The gaismagorm swipes its arm across a 15-foot long line that is 35-feet wide. Each creature in that area must make a DC 25 Dexterity saving throw or take 23 (4d6 + 9) bludgeoning damage plus 14 (4d6) fire damage, be pushed 10 feet away, and knocked prone on a failed save, or half as much damage, is still pushed 10 feet away, but isn't knocked prone.

Mythic Actions

If the gaismagorm's Archdemon Mode trait has activated in the last hour, it can use the options below as legendary actions.

Backblast. The gaismagorm charges up an explosive ball before firing it downwards. Each creature in a 15-foot cube originating from the gaismagorm must make a DC 26 Dexterity saving throw, taking 17 (5d6) fire damage and be pushed 10 feet away on a failed save, or half as much damage and isn't pushed on a successful one. The gaismagorm then uses the explosion's momentum to jump 15 feet away from the blast.

Qurio Breath (Costs 2 Actions). The gaismagorm fires a qurio powered beam across a 300-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a successful one.

Rampage (Costs 3 Actions). The gaismagorm makes three Wingarm attacks. If it hits with all three, the third attack's damage is doubled.

Gaismagorm

Challenge Rating 28 **Carves** 4 (or 8 as a mythic encounter)

Carve Chance	Material	Slots
1-2	Abyssal Dragonscale	(A,W)
3-5	Archdemon Backshell	(A,W)
6-8	Archdemon Piercetalon	(A,W)
9-10	Consumption Parasite	(A,W)
11-14	Archdemon Wingtalon	(A,W)
15-16	Archdemon Tailhook	(A,W)
17-19	Archdemon Doomhorn	(A,W)
20	Abyssal Dragonsphire	(A,W)

ARMOR MATERIAL EFFECTS

Abyssal Dragonscale
Your armor is covered in crystals formed by the energy from qurios. When you are reduced to half of your hit point maximum or less, the crystals shatter creating maroon flames in their place for 1 hour. The crystals reform on your armor when you finish a short or long rest.

Archdemon Backshell
While wearing this armor, you gain a bonus to your AC equal to your Constitution modifier (max 3) in addition to the armor's normal AC.

Archdemon Piercetalon
You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet and you have advantage on Wisdom (Perception) checks that rely on sight while you wear this armor.

Consumption Parasite
Recovery Up+. You regain the maximum number of hit points possible from potions or plants that you consume.

Archdemon Wingtalon
Wellness. While wearing this armor, you cannot be unwillingly put to sleep, poisoned, paralyzed, or stunned.

Archdemon Tailhook
You are immune to cold damage and have resistance to fire damage while you wear this armor.

Archdemon Doomhorn
While wearing this armor you have advantage on saving throws against spells and other magical effects.

Abyssal Dragonsphire
While attuned to this armor, you have a climbing speed of 50 feet, your walking speed increases by 10 feet, and you ignore difficult terrain if it was not created by a magical effect.

WEAPON MATERIAL EFFECTS

Abyssal Dragonscale
Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled).* You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Archdemon Backshell
While you are attuned to this weapon, you can use this weapon as your spellcasting focus, and your fire spells bypass a creature resistance and immunities.

Archdemon Piercetalon
Your weapon deals an extra 2d6 fire damage

Consumption Parasite *(Dual Blades Only).*
Your Archdemon Mode is always active when you are holding both blades and the damage die of your archdemon mode increases by 1.

Archdemon Wingtalon
Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

Archdemon Tailhook
Resentment+. Until the end of your turn, you gain a +2 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

Archdemon Doomhorn
Dereliction. While you are attuned to this weapon you can use your bonus action to roll a d20. Your hit point maximum is reduced by the roll and the next attack you hit with before the start of your next turn, deals extra damage equal to double the roll. The reduction lasts until you finish a long rest. You die if this effect reduces your hit point maximum to 0.

Abyssal Dragonsphire *(Sorcerer & Wizard Only)*
While attuned to this weapon you know the *meteor swarm* spell. If you already know this spell, the DC of this spell increases by 3.

Gogmazios

Gogmazios is a massive Elder Dragon with a body structure similar in nature to that of Gore Magala and Shagaru Magala. It has a large, heavy head with red eyes and rows of sharp teeth. Its wingarms feature membranes that almost completely retract when not in use, and its body is covered in thick, powerful scales, carapaces, and spines of an indigo coloration. Perhaps the most notable features of Gogmazios body are the ever-present covering of a sticky, tar-like substance which it uses to incapacitate prey. It is unknown where Gogmazios exactly lives but it is theorized by scholars that it comes from swamps along with some mountainous habitats.

Despite Gogmazios habitat being unknown, Gogmazios are known to feed sulfur, which can be found in gunpowder and explosives. This was discovered after one raided Dundroma's Weapon Warehouse for many years and was seen feeding on the explosives. From this it can be assumed that Gogmazios may also feed on ore though Gogmazios hasn't been seen interacting with other monsters so this is just a hypothesis by scholars. Gogmazios are known to hibernate underground for a very long period of time, spanning to a few years or even several decades, when it has obtained enough food, but waking up to feed again when food is needed.

Unlike most other Elder Dragons, Gogmazios has an extra pair of limbs that allow it to walk better and allow it to walk upright. These extra pairs of limbs even allow Gogmazios to fly with its powerful wings. The wings of Gogmazios aren't tattered. The oil on its body has actually stuck the wings to its arms due to it hardening. When greatly angered, the heat will cause the oil to evaporate from its wings and Gogmazios forces itself in the air to fly. Gogmazios don't fly easily and rarely ever fly.

Gogmazios has oil circulating throughout its body, while some of the oil pours out of its body. The oil coming out of a Gogmazios has impurities, such as waste or sweat, from its skin due to its diet. This oil is very sticky, attaching to anything that it touches. Inside some of the oil are objects that were picked up by Gogmazios accidentally. These objects can be weapons, artifacts, arrows, and living organisms. Some of the oil has hardened on Gogmazios body, increasing the strength of its scales and shell, giving it better defense against potential threats. Also, found inside of its body and inside its extra limbs are special organs that allow it to produce heated fire. Gogmazios uses this fire as a tool to ignite the oil and to make its attacks deadlier than before. When greatly enraged, Gogmazios's body temperature will increase greatly, making the oil it produces ignite faster and heat up faster without much warning.

Gogmazios

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 264 (16d20 + 96)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +6, Wis +9, Cha +8
Damage Resistances acid, cold
Senses darkvision 120 ft., passive Perception 13
Languages Draconic
Challenge 19 (22,000 XP) **Proficiency** +6

Legendary Resistance (2/Day). If the gogmazios fails a saving throw, it can choose to succeed instead.

Pitch. The gogmazios secretes tar from its body like sweat. Every 10 feet the gogmazios moves, it leaves tar in an unoccupied 5-foot area. Each creature in that enters the area or starts its turn in that area must make a DC 19 Strength saving throw, or become tarred.

Combustible. When a tarred creature is subjected to fire damage, it takes an extra 11 (2d10) fire damage if the tarred condition was caused by the gogmazios.

Actions

Multiattack. The gogmazios can use its Frightful Presence. It then makes one Tail attack and two Claw attacks. It can't make a Tail attack against the same target it used a Claw attack on.

Claw. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 5 (1d10) fire damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. and the target is tarred (escape DC 20).

Frightful Presence. Each creature of the gogmazios's choice that is within 120 feet of the gogmazios and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the gogmazios's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The gogmazios uses one of the following breath weapons:

- ***Fire Breath.*** The gogmazios exhales fire in a 90-foot line that is 5-feet wide. Each creature in that area must make a DC 20 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.
- ***Oil Breath.*** The gogmazios spews tar in a 90-foot cone. That area becomes tarred for one hour. Each creature in that enters the area for the first time on a turn or starts its turn in that area must make a DC 20 Strength saving throw, or be tarred.

Legendary Actions

The gogmazios can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gogmazios regains spent legendary actions at the start of its turn.

Detect. The gogmazios makes a Wisdom (Perception) check.

Tail Attack. The gogmazios makes a Tail attack.

Wing Attack (Costs 2 Actions). The gogmazios beats its wings. Each creature within 15 feet of the gogmazios must succeed on a DC 21 Dexterity saving throw or take 20 (4d6 + 6) bludgeoning damage and be knocked prone. The gogmazios can then fly up to half its flying speed.

Condition: Tarred

A creature, object, or area who is tarred is covered in a dark brown or black viscous liquid. This liquid sticks to anything it touches and is highly flammable.

- A creature who is *tarred* is restrained, immune to being disarmed, and cannot use an object or weapon not already in hand.
- A tarred Object cannot be moved or used.
- An area that is tarred is considered difficult terrain.
- The condition ends if a creature, object, or area that has this condition is subjected to fire damage, causing it to ignite. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.
- When an area ignites, any object or creature in that area also ignites.
- An area that ignites in this way burns for 1 minute.

Gogmazios

Challenge Rating 19 **Carves** 6

Carve Chance	Material	Slots
1-5	Gogmazios Battlement	(A,W)
6-9	Gogmazios Fortress	(A,W)
10-11	Gogmazios Offenders	(A,W)
12	Gogmazios Fiberwing	(A,W)
13	Heavy Drakesbone Oil	(O)
14-16	Gogmazios Briartail	(A,W)
17-19	Gogmazios Gasher	(W)
20	Wartorn Dragonsphere	(A,W)

ARMOR MATERIAL EFFECTS

Gogmazios Battlement
Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Gogmazios Fortress
Bounty Hunter. Whenever you carve a creature of CR 5 or higher, you can carve it two extra times. This property does not stack with any other carve effect equipped by your or others.

Gogmazios Offenders
Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Gogmazios Fiberwing
You have resistance to cold damage while you wear this armor.

Gogmazios Briartail
Evade Extender (L). You have a +3 bonus to Dexterity saving throws while you wear this armor.

Wartorn Dragonsphere
You are immune to acid damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Gogmazios Battlement
Speed Sharpening. You can spend 1 minute sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.

Gogmazios Fortress
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Gogmazios Offenders
Enlightened Blade. You have advantage on Intelligence (Arcana) checks and you increase any elemental damage die your weapon deals by one size. IE: a d6 becomes a d8.

Gogmazios Fiberwing
Your weapon deals an extra 1d8 fire damage.

Gogmazios Briartail
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

Gogmazios Gasher
This weapon has 3 runes that it regains daily at dawn. When you hit a creature with this weapon, you can expend a rune to have it make a DC 17 Dexterity saving throw. On a failed save, the target is tarred until it escapes (DC 17) or until it take fire damage.

Wartorn Dragonsphere
This material acts as a Rune material. When you hit a creature with this weapon, roll 5d8. If the creature's remaining hit points are below the number rolled, that creature falls unconscious for 1 minute, until the creature takes damage, or until someone uses an action to shake or slap the creature awake. Once the creature wakes up, it is immune to this weapons effect for 24 hours.

OTHER MATERIAL EFFECTS

Heavy Drakesbone Oil
This dark, thick, flammable oil. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing Ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and it deals an extra 2d6 fire damage to any target it hits.

Jhen Mohran

Jhen Mohran is a giant Elder Dragon that swims within the sand. itfeeds very much like a baleen whale. It swallows large amounts of sand to filter in any type of nutrients found within the sands.

Jhen Mohran's main adaptation is its huge size. Jhen Mohran is up to 11161.9 cm, twenty percent of this length is its tusks. Its body is streamlined and equipped with immensely powerful limbs, which allows it to travel through the sand at great speeds. It uses the front limbs and tusks to push aside sand. Though Jhen Mohran feeds on the nutrients found within the sand, it will expel the unnecessary materials outside of its body with the help of multiple blowholes. The expelled sand alone can cause a change in flow to the quicksand in the Great Desert. Occasionally, seasonal winds can catch the expelled sands and blow the sands in the direction of settlements, causing massive sandstorms.

Jhen Mohran has powerful lungs that help it hold its breath for long periods of time. Some older Jhen Mohran can even use their lungs to fire a destructive beam of sand at foes. If sand wasn't covering Jhen Mohran then it would be a beautiful blue color. By spending long periods in the sand, the ore has formed from being polished by the sands.

Jhen Mohran is a relatively calm creature, but has been known to retaliate against Desert/Dragon Ships if attacked as they see them as potential rivals. It takes little notice of hunters climbing on its back, and will only occasionally try to fling them off.

Jhen Mohran

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 553 (27d20 + 270)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	30 (+10)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Dex +8, Int +7, Wis +8 Cha +8
Damage Resistances acid, lightning, poison, thunder; bludgeoning, piercing, and slashing from magical weapons
Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed
Senses blindsight 120 ft., tremorsense 120 ft., passive Perception 10
Languages Draconic
Challenge 26 (90,000 XP) **Proficiency** +8

Legendary Resistance (3/Day). If the jhen mohran fails a saving throw, it can choose to succeed instead.

Magic Resistance. The jhen mohran has advantage on saving throws against spells and other magical effects.

Sand Surfing. The jhen mohran can swim through desert terrain as if it was water.

Siege Monster. The jhen mohran deals double damage to objects and structures.

Siege Vulnerability. Siege weapons ignore jhen mohran immunities and resistances.

Actions

Body Slam. *Melee Weapon Attack.* +16 to hit, reach 5 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage. If the jhen mohran moved at least 10 feet straight toward the target immediately before the hit, the target takes an extra 26 (4d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Tusks. *Melee Weapon Attack.* +16 to hit, reach 30 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Rock Toss. *Ranged Weapon Attack.* +16 to hit, reach 60/240 ft., one target. *Hit:* 24 (7d6) bludgeoning damage.

Tusk Sweep (Recharge 5-6). The jhen mohran sweeps its tusks across an area that is 30-feet long and 40 feet wide in front of it. Each creature in that area must make a DC 24 Dexterity saving throw, taking 52 (8d10 + 8) bludgeoning damage and be knocked prone on a failed save or half as much damage on a successful one and isn't knocked prone.

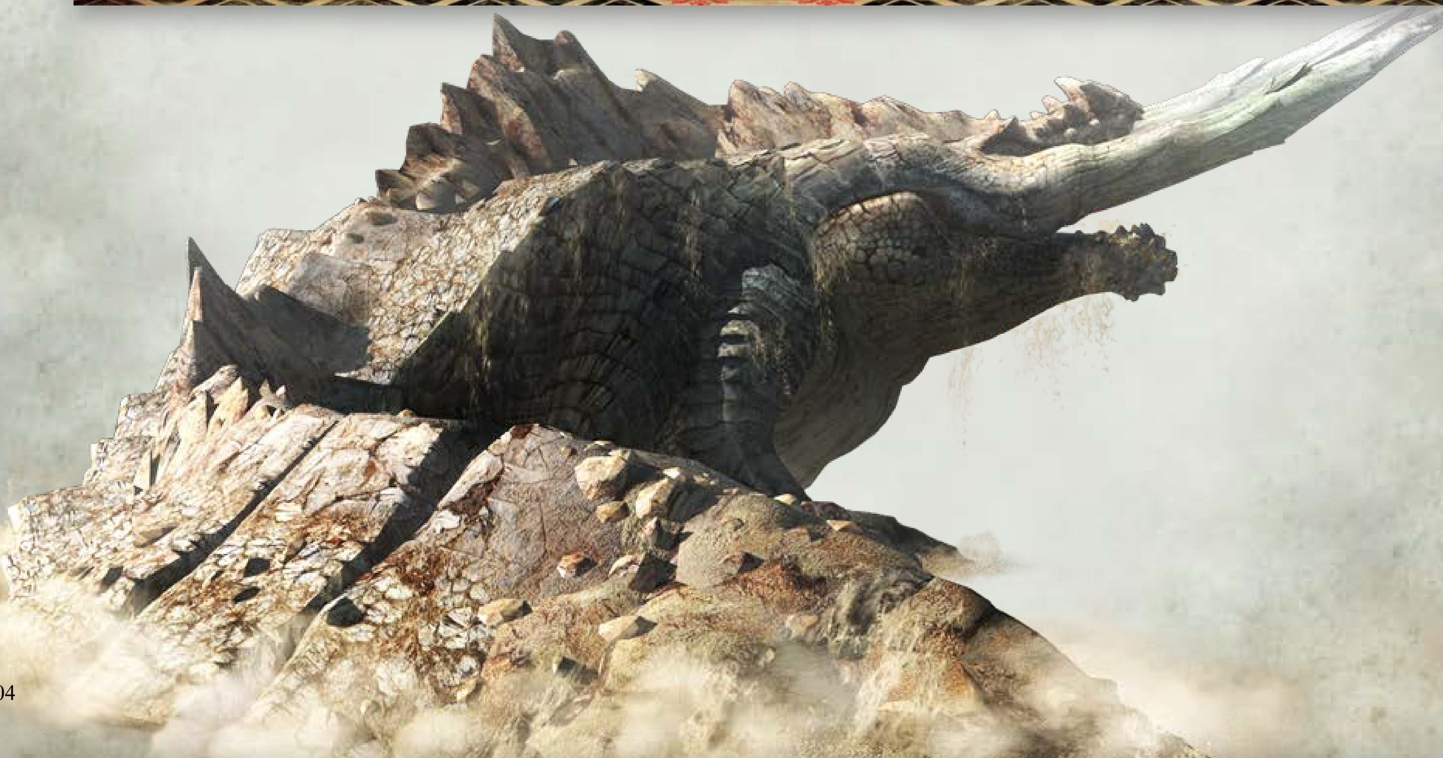
Legendary Actions

The jhen mohran can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The jhen mohran regains spent legendary actions at the start of its turn.

Rock Toss. The jhen mohran makes one Rock Toss attack.

Summon Delex. Two delex emerge from underground to assist the jhen mohran.

Shake Off (Costs 2 Actions). The jhen mohran thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the jhen mohran must make a DC 24 Strength or Dexterity saving throw (creature's choice), or be thrown, up to 40 feet, off the jhen mohran. If a thrown target strikes a solid surface upon landing, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown.



Jhen Mohran

Challenge Rating 26 **Carves** 9

Carve Chance	Material	Slots
1-2	Elder Dragon Blood x2	(O)
3-4	Elder Dragon Bone x2	(O)
5-8	Mohran Scale	(A,W)
9-11	Mohran Carapace	(A,W)
12	Pelagicite Ore	(O)
13-15	Mohran Rockskin	(A,W)
16	Sturdy Fang	(A,W)
17	Bathycite Ore	(O)
18-19	Mohran Brace	(A,W)
20	Earth Dragongem	(A,W)

ARMOR MATERIAL EFFECTS

Mohran Scale
Sand Surfing. While wearing this armor you're able to swim through desert terrain as if it was water.

Mohran Carapace
Divine Blessing+4. When you take damage you are not immune or resistant to, roll a d12 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Mohran Rockskin
Handicraft+3. For 24 hours, you gain proficiency with three artisan tools of your choice each dawn.

Sturdy Fang
You are immune to fire damage while you wear this armor.

Mohran Brace
Rock Steady. While wearing this armor, you can't be unwillingly knocked prone and you ignore effects like the kushala daora and amatsu's wind barrier.

Earth Dragongem
Iron Wall+. You have a +3 bonus to your armor class while you wear this armor.

WEAPON MATERIAL EFFECTS

Mohran Scale
Speed Sharpening. You can spend 1 minute sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.

Mohran Carapace
FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charge, spirit, or phial charge.

Mohran Rockskin
You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals lightning or thunder damage.

Sturdy Fang
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

Mohran Brace *(Hammer Only)*
Punish Draw+. A creatures hit by your hammer's *mighty weapon* make its saving throw at disadvantage.

Earth Dragongem
Mind's Eye. Your attacks with this weapon bypass the damage resistances of any creature.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Pelagicite Ore
Any rarity weapon upgrade material.

Bathycite Ore
Any rarity armor upgrade material.

VARIANT: DAH'REN MOHRAN

A dah'ren mohran has a challenge rating of 27 (105,000 XP). It has the same statistics as a jhen mohran except that it adds +2 to its Armor Class (AC 22); its strength score increases to 28, increasing its +to hit to +17 on all attacks and its save DC on Shake Off to 25; it loses its resistance to lightning but gains resistance to cold, and replaces its Tusks and Horn Sweep actions with the following:

Horn. *Melee Weapon Attack.* +17 to hit, reach 30 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Horn Drill (Recharge 5-6). The dah'ren mohran moves up to its swim speed while rotating at high speed. During this move it can swim through other creatures without provoking opportunity attacks. Each creature the dah'ren mohran moves through must make a DC 25 Dexterity saving throw, taking 61 (8d12 + 9) piercing damage and be knocked prone on a failed save or half as much damage on a successful one and isn't knocked prone.

Dah'ren Mohran Loot Table

Dah'ren Mohran uses the same loot table as the **Jhen Mohran.**

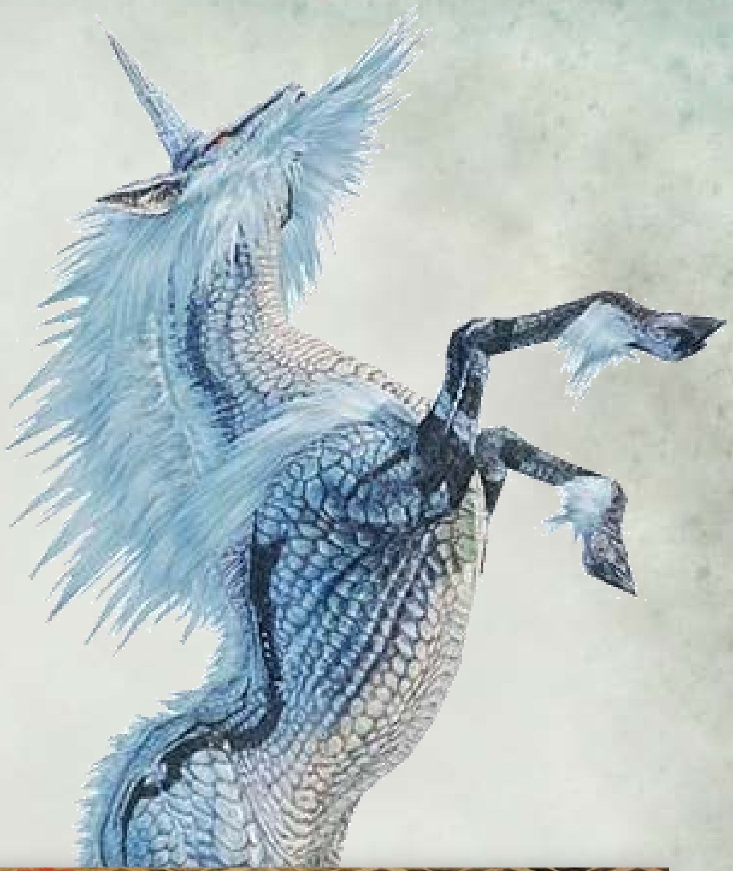
Kirin

Kirin resembles a unicorn, though a closer look reveals that it is covered in scales rather than a coat. Its majestic white mane and hair stand on end, as if charged with static. The monster often crackles with stray electricity.

Kirin have white fur used for picking up electricity. When enough electrical currents are picked up in the fur, Kirin will glow brightly and its hide will deflect most attacks. From this, the Adventurer's Guild believes that Kirin's high metabolism helps it pick up electricity as well. A Kirin's most vital feature is its longhorn. This horn is used to summon lightning from the sky, even when there isn't a storm cloud in sight, to strike any foes that threaten it. However, even if this horn is destroyed, Kirin can still summon lightning bolts with little effort.

Some of the more rare, older, or just stronger individuals are known for having unusually strong electrical powers that are yet to be fully understood. Some of the larger, more stronger muscles are located in its legs, capable of delivering deadly kicks. Equipped with such powerful legs, all Kirin possess the ability to run at speeds so unexpectedly fast they appear to teleport, leaving behind a trail of blue electricity.

Kirin are a highly unpredictable species. Sometimes Kirin are calm, other times they are aggressive. In one legend, it was said that a Kirin actually destroyed a whole village with its electrical powers.



Kirin

Large celestial (elder), unaligned

Armor Class 17 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	19 (+4)	20 (+5)	20 (+5)

Skills Insight +9, Perception +9, Religion +8
Damage Resistances necrotic
Damage Immunities lightning
Condition Immunities paralyzed
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 12 (8,400 XP) **Proficiency** +4

Control Lightning. The kirin can choose any location within 30 feet of it as the starting location of the lightning bolt spell.

Legendary Resistance (3/Day). If the kirin fails a saving throw, it can choose to succeed instead.

Magic Resistance. The kirin has advantage on saving throws against spells and other magical effects.

Magic Weapons. The kirin's weapon attacks are magical.

Actions

Multiattack. The kirin makes one Horn attack and two Hooves attacks.

Electrified Touch. *Melee Spell Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) lightning damage and the target can't take reactions until the start of its next turn.

Hooves. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Spellcasting. The kirin casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

At will: *control weather, expeditious retreat, gust of wind, light, see invisibility, thaumaturgy, thunderclap*
4/day at 5th-level: *call lightning, destructive wave, elemental bane* (lightning), *lightning bolt, storm sphere, thunder step, thunderwave*

Legendary Actions

The kirin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kirin regains spent legendary actions at the start of its turn.

Detect. The kirin makes a Wisdom (Perception) Check.

Move. The kirin moves up to its half speed without provoking opportunity attacks.

Smite. The kirin makes a Hoof attack or casts thunderclap.

Kirin

Challenge Rating 12 **Carves** 4

Carve Chance	Material	Slots
1-4	Kirin Hide	(A,W)
5-7	Kirin Mane	(A,W)
8-10	Kirin Tail	(A,W)
11-13	Kirin Thunderhorn	(A,W)
14-15	Elder Dragon Blood	(O)
16-18	Elder Dragon Bone	(O)
19-20	Kirin Azure Horn	(A,W)

ARMOR MATERIAL EFFECTS

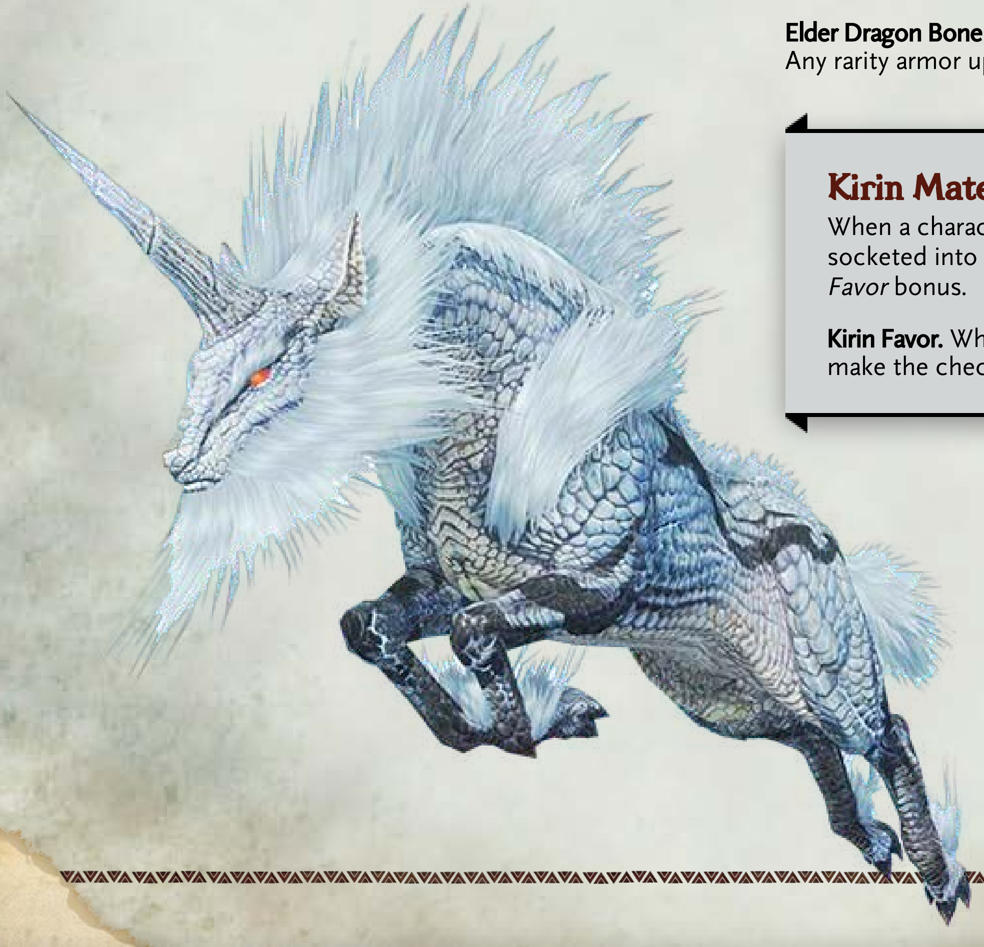
Kirin Hide
Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Kirin Mane
Control Lightning. Whenever you cast a cone or line spell that deals lightning damage, you can choose any location within 30 feet of you as the starting location.

Kirin Tail
Divine Blessing+. When you take damage you are not immune or resistant to, roll a d6 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Kirin Thunderhorn
You can't be paralyzed while you wear this armor.

Kirin Azure Horn
You have resistance to lightning damage while you wear this armor.



WEAPON MATERIAL EFFECTS

Kirin Hide
Your weapon deals an extra 1d6 lightning damage.

Kirin Mane
This weapon has 3 runes which are regained every day at dawn. When you hit a creature with this weapon, you can expend a rune to have the target make a DC 14 Constitution saving throw. On a fail, the creature is incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature can repeat its saving throw at the end of its turn, ending the effect on a success.

Kirin Tail
Critical Element (lightning). When you critically hit with a weapon or spell that deals lightning damage, you deal an extra 1d6 lightning damage. Additionally if a creature fails its saving throw by 5 or more against a spell that deals lightning damage, you deal an extra 1d6 lightning damage to it.

Kirin Thunderhorn
When you cast a spell that deals lightning damage, you gain a +2 bonus to its spell attack roll or you increase the spell save DC by 2.

Kirin Azure Horn *(Spellcaster Only)*
While you are holding this weapon, you can use an action to cast the *call lightning* spell from it. Once used, you can't use this property again until the next dawn.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Kirin Material Bonus

When a character has three kirin materials socketed into their equipment, they gain the *Kirin Favor* bonus.

Kirin Favor. Whenever you make a carve check, you make the check with advantage.

Tempered Kirin

Large celestial (elder), unaligned

Armor Class 23 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	19 (+4)	22 (+6)	22 (+6)

Saving Throw Dex +9, Con +10, Int +10, Wis +12
Skills Perception +12, Insight +12, Religion +10
Damage Resistances necrotic
Damage Immunities lightning
Condition Immunities paralyzed
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 19 (22,000 XP) **Proficiency** +6

Control Lightning. The kirin can choose any location within 30 feet of it as the starting location of the lightning bolt spell.

Elder Seal Susceptibility. When the kirin is hit by a weapon that has the elder seal material, its AC is reduced by 3 until the start of its next turn.

Fulgurmancer The kirin has advantage on Concentration checks to maintain concentration on a spell. Additionally, when a creature fails its saving throw against a spell that deals lightning damage on a turn, that creature is afflicted with thunderblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Resistance (3/Day). If the kirin fails a saving throw, it can choose to succeed instead.

Magic Resistance. The kirin has advantage on saving throws against spells and other magical effects.

Magic Weapons. The kirin's weapon attacks are magical.

Actions

Multiattack. The kirin makes one Horn attack and two Hooves attacks.

Electrified Touch. *Melee Spell Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) lightning damage and the target can't take reactions until the start of its next turn.

Hooves. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) bludgeoning damage.

Horn. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Spellcasting. The kirin casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 20):

At will: *control weather, expeditious retreat, gust of wind, jump, light, see invisibility, thaumaturgy, thunderclap thunder step, thunder wave* at 5th-level
4/day at 5th-level: *call lightning, destructive wave, elemental bane* (lightning), *lightning bolt, storm sphere*
2/day: *chain lightning*
1/day: *storm of vengeance*

Legendary Actions

The kirin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kirin regains spent legendary actions at the start of its turn.

Detect. The kirin makes a Wisdom (Perception) Check.

Move. The kirin moves up to its half speed without provoking opportunity attacks.

Smite. The kirin makes a hoof attack or casts thunderclap.

Cast a Spell (Costs 2 Actions). The kirin casts a spell from its list of known spells, using a spell slot as normal.

Tempered Kirin

Challenge Rating 19 **Carves** 4

Carve Chance	Material	Slots
1-4	Elder Dragon Blood	(O)
5-7	Elder Dragon Bone	(O)
8-10	T.Kirin Hide	(A,W)
11-13	T.Kirin Mane	(A,W)
14-15	T.Kirin Tail	(A,W)
16-18	T.Kirin Thunderhorn	A,W)
19-20	T.Kirin Azure Horn	(A,W)

ARMOR MATERIAL EFFECTS

T.Kirin Hide

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

T.Kirin Mane

Control Lightning. Whenever you cast a cone or line spell that deals lightning or thunder damage, you can choose any location within 30 feet of you as the starting location.

T.Kirin Tail

Divine Blessing+2. When you take damage you are not immune or resistant to, roll a d8 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

T.Kirin Thunderhorn
You have resistance to thunder damage and can't be paralyzed while you wear this armor.

T.Kirin Azure Horn
You are immune to lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

T.Kirin Hide
Your weapon deals an extra 1d8 lightning damage.

T.Kirin Mane
This weapon has 3 runes which are regained every day at dawn. When you hit a creature with this weapon, you can expend a rune to have the target make a DC 16 Constitution saving throw. On a fail, the creature is incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature can repeat its saving throw at the end of its turn, ending the effect on a success.

T.Kirin Tail
Critical Status (thunderblight). When you hit a creature with a weapon or spell that deals lightning or thunder damage, and roll a 20 for the attack roll, the creature is afflicted with thunderblight for 1 minute. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

T.Kirin Thunderhorn
When you cast a spell that deals lightning damage, you gain a +3 bonus to its spell attack roll or you increase the spell save DC by 3.

T.Kirin Azure Horn *(Spellcaster Only)*
This weapon has 7 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *call lightning* spell (save DC 16) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

This weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

T.Kirin Material Bonus

When a character has three T.kirin materials socketed into their equipment, they gain the *Tempered Kirin Favor* bonus.

Kirin Favor. You have have advantage on carve checks. Additionally when you roll on a creature's loot table, you can choose to reroll it and take the new roll. Once you use this bonus, you can't use it again until you finish a long rest.

Kulve Taroth

Kulve Taroth is an Elder Dragon that has a metallic coat that shines golden but is made up of a variety of metals and minerals that it uses to protect itself. It appears every so often to the surface and must be hunted quickly before it disappears into the depths of the earth again.

Kulve Taroth is unique among Elder Dragons in that it does not interact with any monsters of any kind apart from the Gajalaka's that reside in the caves who mostly take pieces of her fallen metal coat for their own purposes. However considering her size, power, and speed it would be safe to assume she would be at the top of the food chain along with most elder dragons. Curiously she seems to be utterly safe from the rabid hunger of the infamous Nergigante.

Even amongst Elder Dragons Kulve Taroth is a very passive aggressive monster, it will not attack until excessively provoked and once provoked it will not stop till it's aggressors are eliminated. Kulve Taroth once spotted will do all it can to escape conflict forcing hunters to track it down again. Kulve Taroth has some displays of intelligence particularly when driven to a corner when she uses her breath to heat the ceiling of caves to off-balance hunters.

The most striking trait of the Kulve is the metal coat which it wears like a royal robe fit for a queen. Kulve's body is covered by the same materials that make up it's coat, which all shine a bright golden glow but is not gold itself. Another striking trait is Kulve's size, she is massive far larger than most elder dragons and is strong enough to carry her massive metal coat. When removed from the coating the Kulve Taroth is a dazzling color of sapphire and emeralds. Kulve uses both her massive body and her coat as both a means of defense and attack, often diving down to ram her body against hunters while her coat allows her to attack in ranges she wouldn't normally be able to attack.

It's not until one removes her metal coat that we see the Kulve Taroth's true prowess, not only does she move much more nimbly but also more aggressively as well, using her horned head to ram and smash hunters with extreme aggression.

Kulve Taroth

Gargantuan dragon (Elder), unaligned

Armor Class 19 (22 with gold mantle)
Hit Points 292/292/292 (15d20 + 135)
Speed 60 ft. (40 ft with gold mantle)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	29 (+9)	20 (+5)	21 (+5)	21 (+5)

Saving Throws Str +15, Dex +7, Con +16, Wis +12
Skills Perception + 12
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities charmed, frightened, paralyzed, poisoned, stunned
Senses darkvision 120 ft., passive Perception 22
Languages Draconic
Challenge 21 (33,000 XP) **Proficiency** +7

Gold Mantle. The Kulve Taroth is covered in a gold plating While it remains intact, its AC is increased by 3 and its speed is reduced by 20 feet.

Legendary Resistance (3/Day). If the kulve taroth fails a saving throw, it can choose to succeed instead.

Magic Resistance. The kulve taroth has advantage on saving throws against spells and other magical effects.

Paragon Creature. The kulve taroth counts as a number of creatures equal to it's paragon multiplier (3) for the purposes of determining combat encounters. The XP value for a kulve taroth is multiplied by its paragon multiplier.

Actions

Multiattack. The kulve taroth makes three attacks: one with its ram, one with its claw, and one with its tail.

Claw. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

Ram. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage and the target must make a DC 23 Strength saving throw or be knocked prone.

Fireball. The kulve taroth exhales a fireball which explodes at a point within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 24 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

Roll Over. The kulve taroth moves up to half its movement speed, without provoking opportunity attacks, by rolling over and crushing anything in its path. Each creature in that area must make a DC 23 Dexterity saving throw, taking 45 (7d10+7) bludgeoning damage and be knocked prone on a failed save, or half as much damage isn't knocked prone on a successful one.

Molten Gold Breath (Recharge 5-6). The kulve taroth releases a gout of molten gold across the ground in a 90 foot cone in front of it. Each creature on the ground in that area must make a DC 24 Dexterity saving throw taking 67 (15d8) fire damage and catches fire on a failed save, or half as much damage and does not catch fire. Until a creature takes an action to douse the fire, the creature takes 6 (1d12) fire damage at the start of each of its turns.

Paragon Trait

Paragon Fortitude. The kulve taroth has multiple pools of hit points, each which is tracked separately. Damage and healing only applies to the current hit point pool. When a pool is depleted of all hit points, it becomes inactive. When this happens, the kulve taroth immediately saves against all ongoing conditions and effects. If all hit point pools are inactive, the kulve taroth dies. When it takes a long rest, the kulve taroth heals all hit points in the current pool and fully heals one depleted hit point pool.

Paragon Fury. The kulve taroth rolls initiative with advantage. The kulve taroth starts with 0 paragon actions. If a hit point pool is depleted, the kulve taroth gains one additional paragon action. The kulve taroth can use a paragon action after any other creature takes a turn. If the kulve taroth does so, it regains its reaction. *A paragon action is a complete turn. They have an action, bonus action and can move up to its speed.* The paragon actions refresh at the start of the kulve taroth's turn and any remaining actions from the previous turn are lost.

Paragon Transformation. When the kulve taroth has only one hit point pool remaining, its golden mantle breaks and falls off it, and gains the following actions:

Fire Lane. The kulve taroth rears up on her hind legs and releases an explosion of lava in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 44 (8d10) fire damage and begin to burn on a failed save, or half as much damage on a successful one and does not burn. A creature that is burning takes 6 (1d12) fire damage at the start of its turn. A creature can use its action on its turn to douse the flames.

Consecutive Molten Pools (Recharge 6). The kulve taroth rears up slightly, fires an orb of molten gold at two creatures within 60 feet of it. The orb impacts the ground at the feet of the targets creating a pool of molten gold that spreads out in a 20-foot radius. That area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 6 (1d12) fire damage for every 5 feet it travels.

At the start of the kulve taroth's next turn, the pool of molten gold begins to cool and harden.

At the start of its 2nd turn after using this action, the molten gold hardens and restrains (escape 20) each creature still standing within it.

Kulve Taroth

Challenge Rating 21 **Carves** 9

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-7	Golden Shell	(A,W)
8-10	Golden Spiralhorn	(A,W)
11-13	Golden Scale	(A,W)
14-16	Golden Tailshell	(A,W)
17-19	Golden Nugget	(O)
20	Golden Glimstone	(A,W)

ARMOR MATERIAL EFFECTS

Golden Shell
Handicraft+3. For 24 hours, you gain proficiency with three artisan tools of your choice each dawn.

Golden Spiralhorn
You can't be stunned while you wear this armor.

Golden Scale
You have resistance to lightning and thunder damage while you wear this armor.

Golden Tailshell
Wide-Range+. When you eat or drink an Uncommon or lower consumable item (except potions of resistance), each creature within 20 feet of you also gain its effect.

Golden Glimstone
You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Golden Shell
Your weapon deals an extra 1d8 fire damage.

Golden Spiralhorn
Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Golden Scale
You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals fire damage.

Golden Tailshell *(Melee Weapon Only)*
Whenever you hit a creature with this weapon, it ignites in flames. At the start of each of its turns, the creature must make a DC 17 Constitution saving throw. On a failed save, it takes 1d8 fire damage. On a successful save, the flames are smothered. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends and the creature is immune to this weapon effect for the next 24 hours.

Golden Glimstone
Power Prolonger. Depending on which weapon this material is placed into, it gains the following benefits:

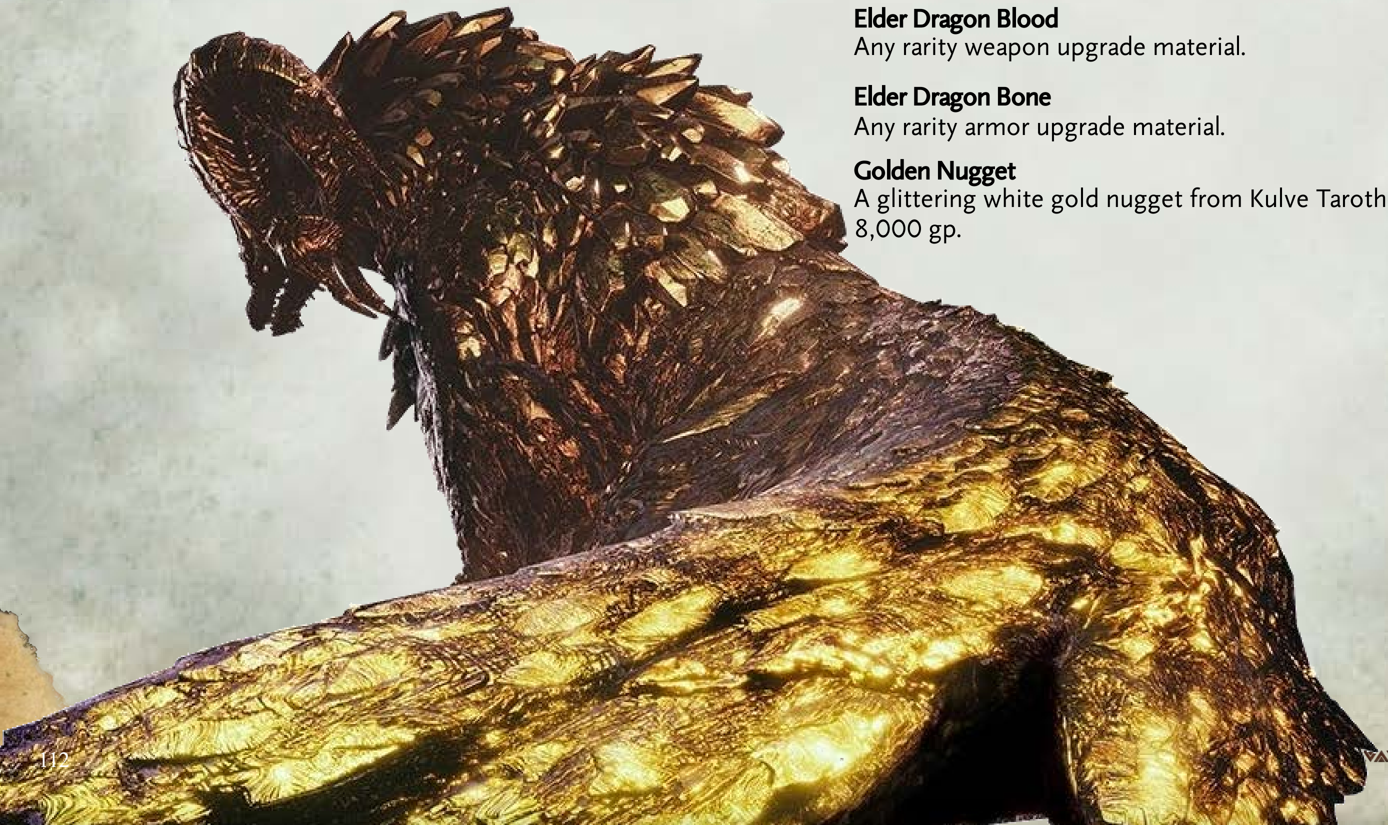
- **Dual Blades.** *Demon/Archdemon Mode* duration is increased by 30 seconds.
- **Great Sword** *Guard* grants a +4 AC bonus for the duration of the turn it is used.
- **Hunting Horn.** *Melodies* duration is increased by 1 minute.
- **Insect Glaive.** *Kinsects Essence* duration is increased by 1 minute.
- **Lance** *Powerguard* grants a +4 AC bonus for the duration of the turn it is used.
- **Switch Axe.** You regain one extra expended charge when you hit a creature in axe mode.
- **Tonfas.** *Earth Style.* weapon damage die is increased to a d10.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Golden Nugget
A glittering white gold nugget from Kulve Taroth valued at 8,000 gp.

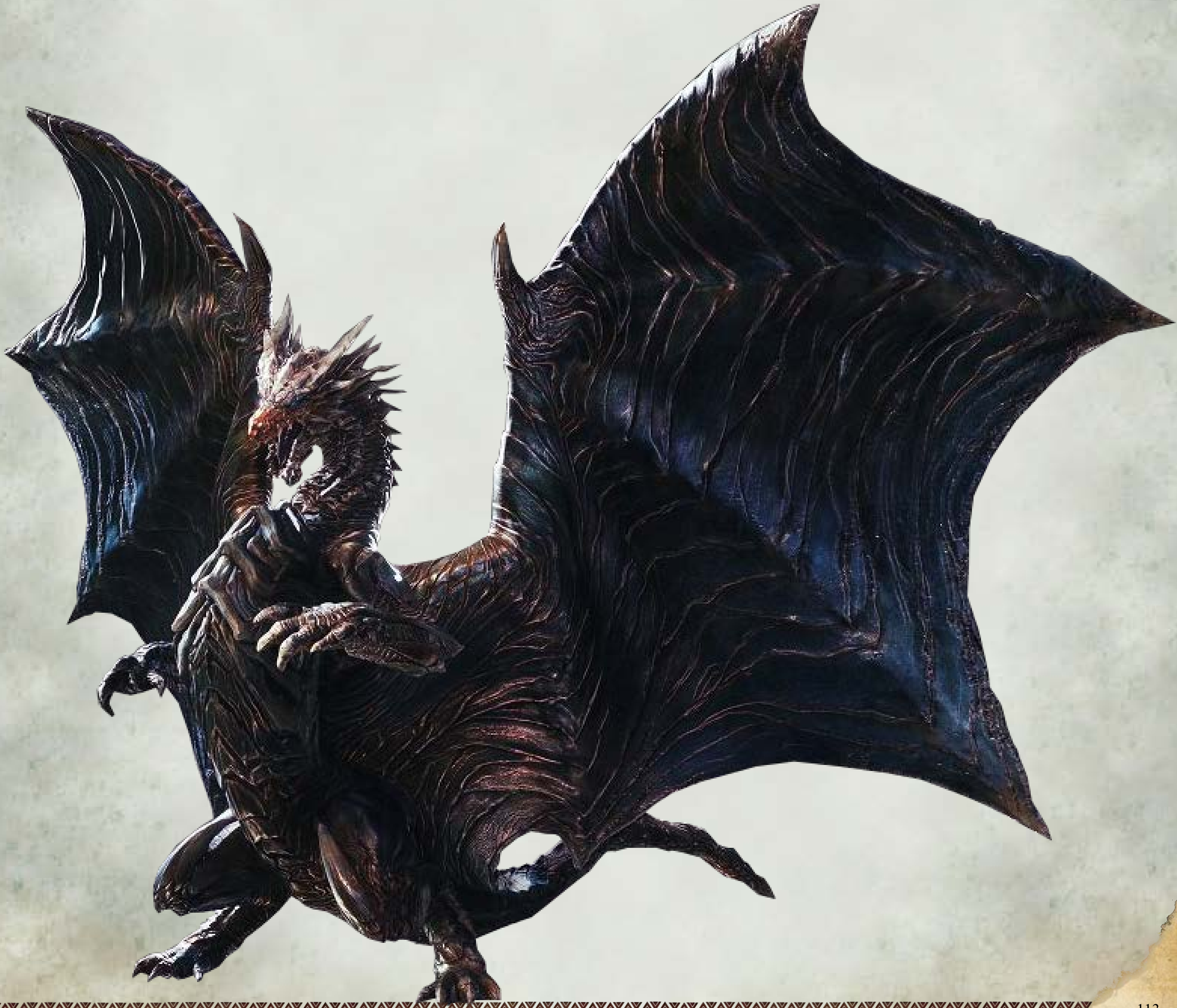


Kushala Daora

Kushala Daora is a four legged Elder Dragon with a pair of widely spreading wings. Its skin is plated with metal that makes weapons bounce off without enough sharpness. Kushala Daora has numerous horns lining its head and sharp claws on each of its legs. Kushala Daora have the ability to manipulate strong winds, creating a wind barrier that surrounds itself. The wind barrier can knock an adventurer back, making the adventurer vulnerable to Kushala Daora's attacks. The wind barrier also makes it difficult for the adventurer to attack its body.

Kushala Daora are rare top predators, and fear almost nothing. However, it is occasionally threatened by the large, fast and aggressive Tigrex and the rare powerful Rajang. They can compete with other elder dragons, especially Chameleos in the Jungle. There are reports of Kushala Daora eating mineral deposits, this may show how they manage to have a metal rust-able skin. Kushala Daora possesses some of the largest wings of any monster. It uses these to sail effortlessly in the air. It can hover off the ground and blast hunters with wind. It uses a special organ to produce its famous wind based-attacks and abilities. When hit with poison, its organ will be weak and its shield will disappear for a short period of time while fighting the toxins. Kushala Daora have tough, metal filled skin, but suffer from a severe weakness to poison, which can easily enter the bloodstream through cracks created in the skin. Kushala Daora must infrequently shed their trademark skin as they grow. This can easily be spotted as the once shining silver scales will rust over due to oxidation with air. The most well-known ability about Kushala Daora is the storms it summons. These storms can easily destroy whole regions, varying from region to region. Kushala Daora can cause sandstorms, hurricanes, and snowstorms though it is unknown how.

Some extra rare individuals have increased storm and wind-creating abilities. Such as creating multiple free-roaming tornadoes and wind tunnels under multiple targets all at once using its wings to control the wind flow, they are able to blow a breath that is both extremely strong and cold to the point of freezing the ground and water it has breathed on.



Kushala Daora

Huge dragon (elder), unaligned

Armor Class 19 (natural armor)
Hit Points 189 (18d12+72)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	19 (+4)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Str +11, Dex +9, Wis +7, Cha +6
Skills Perception +7, Stealth +9
Damage Vulnerabilities poison
Damage Immunities cold
Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 17
Languages Draconic
Challenge 15 (13,000 XP) **Proficiency** +5

Flyby. The kushala doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Poison susceptibility. While poisoned, the kushala's Wind Barrier is deactivated, it must land on its next turn, and is unable to fly until the poisoned is removed. Once the poisoned condition is removed, the kushala's Wind Barrier once again takes effect.

Wind Barrier. A barrier of strong wind surrounds the kushala in a 5-foot radius around it. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or Objects can't pass through the barrier. Loose, lightweight materials brought into the barrier fly upward. Arrows, bolts, and other ordinary projectiles launched at the kushala are deflected upward and automatically miss. (Boulders hurled by Giants or siege engines, and similar projectiles, are unaffected.) Creatures in Gaseous Form can't pass through the barrier.

When a Medium or smaller creature enters the wind barrier's area for the first time on a turn or starts its turn there, it must make a DC 17 Strength saving throw or be pushed back 10 feet. If the saving throw fails by 5 or more, the target is also knocked prone.

Actions

Multiattack. The kushala makes two Bite attacks.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Barrage. The kushala rains the debris down to the ground in a 10-foot-radius, 20-foot-high cylinder centered on a point within 150 feet. Each creature in the cylinder must make a DC 17 Dexterity saving throw, taking 16 (3d10) bludgeoning damage and 16 (3d10) slashing damage on a failed save, or half as much damage on a successful one.

Tornado (Recharges after a short or long rest). The kushala conjures a tornado that lasts for 1 minute. The tornado is a 20-foot-radius, 60-foot-high spiraling cylinder of wind centered on a location within 100 feet of the kushala. This cylinder becomes difficult terrain for the duration. Unattended objects in this cylinder that are Large or smaller are pulled towards the center. When a creature enters the tornado's area for the first time on a turn or starts its turn there, it is struck by debris the tornado has picked up, and it must make a DC 17 Strength saving throw, taking 14 (4d6) bludgeoning damage plus 14 (4d6) slashing damage, be pulled to the center of the cylinder, and is restrained (escape DC 17) on a failed save. On a successful save the creature takes half as much damage and is not pulled into the center or restrained.

On each of the kushala's turns, it must use its bonus action to move the tornado 30 feet in any direction.

Wind Tunnel (Recharge 5-6). The kushala exhales a blast of strong wind in a 90-foot line that is 10 feet wide. Each creature in the line must succeed on a DC 17 Strength saving throw, taking 49 (11d8) thunder damage and is pushed 15 feet away in a direction following the line on a failed save or half as much damage on a successful one and is still pushed away. The wind tunnel disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Legendary Actions

The kushala can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kushala regains spent legendary actions at the start of its turn.

Bite Attack. The kushala makes a Bite attack.

Move. The kushala can move all dust devils up to 30 feet in any direction.

Dust Devils (Costs 2 Actions). The kushala chooses 3 unoccupied 5-foot cube within 60 feet of it. An elemental force that resembles a dust devil appears in the cube and lasts for 1 minute. Each creature that starts its turn within 5 feet of the dust devil must make a DC 17 Strength saving throw, taking 9 (2d8) bludgeoning damage and is pushed 10 feet away from the dust devil on a failed save, or half as much damage and isn't pushed on a successful one.

If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of the kushala's next turn. The cloud heavily obscures the area it is in.

Risen Kushala Daora

A risen kushala daora is a kushala daora that has overcome being afflicted by the qurio and has become more powerful as a result. It has a challenge rating of 17 (18,000 XP). It has the same statistics as a kushala daora except for the following changes:

Risen State (Recharge 4-6). At the start of its turn (winning all ties) the kushala enters a Risen State until the start of its next turn, if available. While in the Risen State, the kushala's can use its Risen actions as an action or legendary action.

This Recharge trait, is immune to the effects of the *Elderseal* material.

Risen Actions

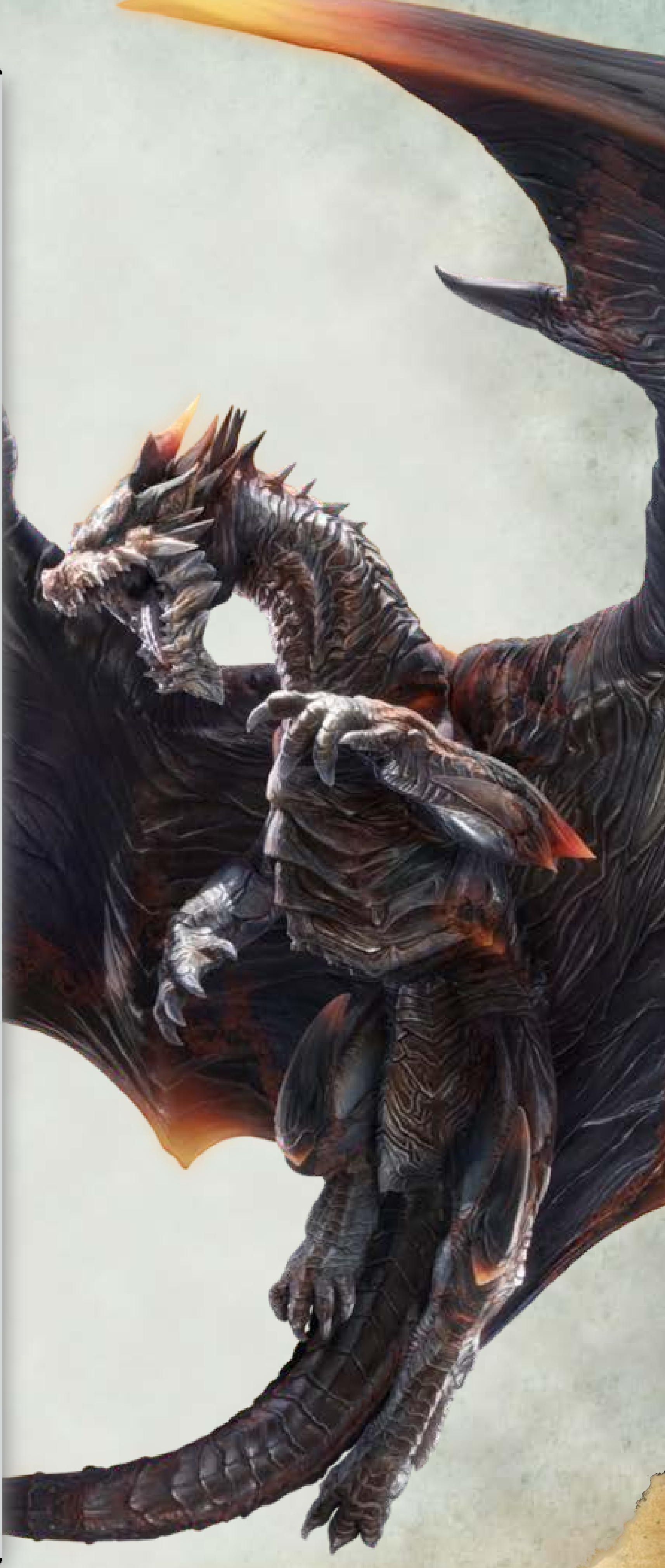
Multiattack (Cannot be used as a Legendary Action). The kushala makes two Claw attacks.

Claw (Costs 1 Action if used as a Legendary Action). *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 14 (4d6) thunder damage and each creature in a 30-foot line that is 5 feet wide behind the target must succeed on a DC 19 Dexterity saving throw or be dealt the same damage as the target.

Aerial Dragon Slam (Costs 2 Actions if used as a Legendary Action). While flying, the kushala daora moves up to its fly speed into a space on the ground that contains one or more other creatures. Each of those creatures must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone, afflicted with dragonblight for 1 minute, and take 24 (4d8 + 6) bludgeoning damage plus 7 (2d6) necrotic damage. On a successful save, the creature takes only half the damage, isn't knocked prone or afflicted with dragonblight, and is pushed 5 feet out of the kushala's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the kushala's space.

Eye of the Storm (1/Round; Costs 3 Actions if used as a Legendary Action). The kushala spins 20 feet into the air without provoking opportunity attacks and each creature within 60-feet of the kushala is pulled 30 feet towards it, as the kushala forms a massive vortex. Each creature in a 30-foot radius, 40-foot-high cylinder centered on the kushala's original location must make a DC 17 Dexterity saving throw, taking 63 (14d8) thunder damage, and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Vortex Burst (Costs 2 Actions if used as a Legendary Action). The kushala takes a deep breath before exhaling a giant swirling ball of wind at a point within 120-feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 17 Dexterity saving throw, taking 45 (13d6) thunder damage on a failed save, or half as much damage on a successful one.



Kushala Daora

Challenge Rating 15 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Daora Dragon Scale	(A,W)
9-11	Daora Carapace	(A,W)
12-14	Daora Claw	(A,W)
15	Daora Tail	(W)
16-17	Daora Webbing	(A,W)
18-19	Daora Horn	(A,W)
20	Daora Gem	(A,W)

ARMOR MATERIAL EFFECTS

Daora Dragon Scale
Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Daora Carapace
Heat Guard. While wearing this armor you are immune to damage from lava and you are unaffected by extreme heat.

Daora Claw
Evade Extender (M). You gain a +2 bonus to Dexterity saving throws while you wear this armor.

Daora Webbing
Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Daora Horn
Wind Barrier. While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have half cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 5-foot radius around you. Once used, you can't use this property again until you finish a long rest.

Daora Gem
You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Daora Dragon Scale
While attuned to this weapon, you know the *gust* cantrip. If you already know the cantrip you can cast it as a bonus action instead.

Daora Carapace
FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charge, spirit, or phial charge.

Daora Claw
Your weapon deals an extra 1d8 thunder damage.

Daora Tail
Critical Element (cold). When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d6 cold damage. Additionally if a creature fails its saving throw by 5 or more against a spell that deals cold damage, you deal an extra 1d6 cold damage to it.

Daora Webbing
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Daora Horn
When you take the Attack action on your turn, you can replace one of your attacks to release a blast of strong wind in a 45-foot line that is 5 feet wide. Each creature in the line must succeed on a DC 17 Strength saving throw, taking 5d6 thunder damage and is pushed 15-feet back on a failed save or half as much damage on a successful one and is not pushed back. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Daora Gem *(Druid, Sorcerer, & Wizard Only)*
This weapon has 6 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *dust devil* spell from it. For 1 rune, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

The weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, you can't regain any runes on this weapon for 1 week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Lao-Shan Lung

An Elder Dragon, albeit a gigantic specimen. Lao-Shan Lung was once considered the largest monster in the world until recently. Lao-Shan Lung specializes in feeding on different types of ore and minerals, no matter what region it goes to. Though its size surpasses most other species, it has one natural predator that is considered a myth. That predator is Fatalis.

Huge. One of the largest dragons ever documented, rivaled only by colossi such as Ceadeus, Dalamadur, Laviente, Jhen Mohran and Zorah Magdaros. Lao-Shan Lungs are very well armored. Their shells only thicken as the time passes by. A Lao-Shan Lung shell coloration is determined by the kind of mineral particles that float in the atmosphere and get attached to its body as the dragon ages: the ones who dwell in the mountains are colored red because of the abundance of iron particles, while the ones that live near the Volcanic Belt are mostly grey due to ash. Because of their size, getting stepped on or whipped by the tail is very damaging or possibly fatal.

Extremely docile even when facing multiple foes. They appear to care little about adventurers, as they mainly ignore them on their travels. Despite their low aggression, their immense size poses a tremendous risk to adventurers in their general vicinity.

Lao-Shan Lung

Gargantuan dragon (elder), unaligned

Armor Class 28 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Dex +9, Int +8, Wis +9 Cha +9
Damage Resistances acid, cold, poison, thunder; bludgeoning, piercing, and slashing from magical weapons
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages Draconic
Challenge 30 (155,000 XP) **Proficiency** +9

Casual Stroll. the lao-shan lung cannot take the dash action, unless it is fleeing.

Legendary Resistance (4/Day). If the lao-shan lung fails a saving throw, it can choose to succeed instead.

Magic Resistance. The lao-shan lung has advantage on saving throws against spells and other magical effects.

Natural Instinct. lao-shan Lung ignores medium size or smaller creatures and attempts to flee when it reaches one-quarter of its maximum hit points (153). While fleeing, the lao-shan Lung speed increases to 50 feet and it can only use its action to dash.

Siege Monster. The lao-shan lung deals double damage to objects and structures.

Siege Vulnerability. Siege weapons ignore lao-shan lungs immunities and resistances.

Walking Disaster. The lao-shan lung can enter a Large or smaller creature's space. The first time it enters a creature's space on a turn, or begins its turn adjacent to or on a creatures space, it can make a *Stomp* attack against the creature.

Actions

Body Slam. *Melee Weapon Attack.* +19 to hit, reach 5 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage.

Headbutt. *Melee Weapon Attack.* +19 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 23 (2d12 + 10) bludgeoning damage. If the target is a creature, it must make a DC 27 Strength saving throw or be pushed back 10 feet and knocked prone.

Legendary Actions

The lao-shan lung can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lao-shan lung regains spent legendary actions at the start of its turn.

Move. The lao-shan lung moves up to half its speed.

Stomp Attack. The lao-shan lung makes one Stomp attack.

Shake Off (Costs 2 Actions). The lao-shan lung thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the lao-shan lung must make a DC 27 Strength or Dexterity saving throw (creature's choice), or be thrown off the lao-shan lung taking 14 (4d6) fall damage upon hitting the ground.

Lao-Shan Lung

Challenge Rating 30 **Carves** 9

Carve Chance	Material	Slots
1	Elder Dragon Blood x2	(O)
2	Elder Dragon Bone x2	(O)
3-5	Lao-Shan Scale	(A,W)
6-7	Lao-Shan Shell	(A,W)
8	Lao-Shan Horn	(A,W)
9-11	Lao-Shan Shard	(A,W)
12-13	Lao-Shan Cortex	(A,W)
14	Lao-Shan Mantle	(A,W)
15-16	Dragon Healing Crystal	(A,W,O)
17	Lao-Shan Hardhorn	(A,W)
18-19	Lao-Shan Megaclaw	(A,W)
20	Pure Dragon Blood	(A,O)

ARMOR MATERIAL EFFECTS

Lao-Shan Scale
Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Lao-Shan Shell
Evasion+. You gain a +1 bonus to all saving throws and you have advantage on Dexterity saving throws while you wear this armor.

Lao-Shan Horn
While wearing this armor, any critical hit against you becomes a normal hit.

Lao-Shan Shard
Adrenaline+. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. Until the end of your next turn you have advantage on Dexterity and Strength saving throws and skill checks. Additionally on your next turn, your movement speed doubles and you can take one extra action.

Lao-Shan Cortex
You cannot be charmed or frightened while you wear this armor.

Lao-Shan Mantle
Covert. While wearing this armor you have advantage on Dexterity (Stealth) checks to move silently and you have advantage on any ability check made with an Alchemist supplies. Also your bow, light bowgun, and heavy bowgun ammunition capacity doubles for all ammunition.

Dragon Healing Crystal
Your Constitution score is 24 while you wear this armor. It has no effect on you if your Constitution is already 24 or higher.

Lao-Shan Hardhorn
While wearing this armor you have advantage on saving throws against spells and other magical effects.

Lao-Shan Megaclaw
You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

Pure Dragon Blood.
You gain the following benefits while wearing this armor

- Your armor's Armor Class is now 15 + your Dexterity modifier, unless it is already higher than the new Armor Class.
- You have advantage on saving throws against spells and other magical effects.
- Your spell save DC and spell attack bonus each increase by 2.

WEAPON MATERIAL EFFECTS

Lao-Shan Scale
Your weapon attack deals an extra 2d6 bludgeoning damage and it deals double damage to objects and structures.

Lao-Shan Shell
Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

Lao-Shan Horn
FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charge, spirit, or phial charge.

Lao-Shan Shard
Steady Hand. Your weapon attacks critical hit range is increased by 1 and it bypasses a creatures resistance to slashing damage.

Lao-Shan Cortex
Furor. When you are below one-tenth of your maximum hit points, your melee weapon attacks with this weapon deal maximum damage.

Lao-Shan Mantle
Your Strength score is 29 while you are attuned to this weapon. It has no effect on you if your Strength is already 29 or higher.

Dragon Healing Crystal
The first time you attack with this weapon on each of your turns, you can transfer some or all of the weapon's bonus to your armor class, instead of using the bonus on any attacks that turn. For example you could reduce the bonus to your attack and damage rolls by 2 to gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

Lao-Shan Hardhorn
This weapon has 3 runes. While holding it, you can use an action and expend 1 rune to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 19 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action it can use only the dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The weapon regains 1d3 expended runes daily at dawn.

Lao-Shan Megaclaw
While holding this weapon, you gain a +4 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

OTHER MATERIAL EFFECTS

Dragon Healing Crystal
This hard crystal made from dragon scales is highly valued and worth 25,000 gp. As an action, you can crush this crystal over a creature or speak its name to cast the *true resurrection* spell on them.

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Pure Dragon Bone
Upgrades a weapon or armor to its next rarity when applied to it. *Must be used within a week of killing the lao-shan lung or it becomes normal elder dragon blood.*

Lunastra

Lunastra is colored blue as opposed to Teostra who is red. Her horns are flatter and wider, making a sort of crown structure. They are known to breathe concentrated streams of fire, as well as cloak themselves in a scalding aura. Lunastra are high in the food chain, feeding on both coal, to fuel her fire abilities, and live prey like Apceros.

Lunastra, naturally have expert control over fire. They can use this ability when hunting to ensure quick and devastating kills. Despite her large size, she is quick on foot and can easily chase down fast moving prey. Lunastra can also generate a fire aura around their bodies from their horns, which helps prevent brazen monsters like Tigrex from dealing serious damage to them. These adaptations enable Lunastra to become a formidable apex predator wherever she is. Their wings are covered in a powder that can be released and, at will, set a flame burning in the air resulting in explosions. This explosive powder is actually the Lunastra's old skin.

Lunastra are brutal female elder dragons, quick to attack at the first sign of trouble, though not as much as Teostra. In the ruins of the old Towers, Lunastra are commonly found in their nest together with Teostra.

This suggests that both actually stay in the nest together and guard their young. Though both haven't been seen in the nest together, both of their footprints can be found in the old nests and the active nests together.

Lunastra

Huge dragon (elder), unaligned

Armor Class 16 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	22 (+6)	12 (+1)	18 (+2)	10 (+0)

Saving Throws Str +9, Wis +6, Cha +4
Skills Perception +6
Damage Resistance acid
Damage Immunities fire
Condition Immunities charmed, frightened
Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 16
Languages Draconic
Challenge 12 (8,400 XP) **Proficiency** +4

Fire Aura. At the start of each of the lunastra's turns, each creature within 5 feet of it takes 3 (1d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the lunastra or hits her with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Poison susceptibility. While poisoned, the lunastra's Fire Aura is deactivated, she must land on her next turn, and is unable to fly until the poison is removed. Once the poisoned condition is removed, the lunastra's Fire Aura once again takes effect.

Actions

Multiattack. The lunastra makes two Claw attacks and one Bite or Tail attack.

Bite. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage. If the lunastra moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) piercing damage.

Claw. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Tail. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Fire Breath (Recharge 5-6). The lunastra exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The lunastra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lunastra regains spent legendary actions at the start of her turn.

Attack. The lunastra makes a Bite attack.

Move. The lunastra moves up to her speed without provoking opportunity attacks.

Devil's Powder (Costs 2 Actions). The lunastra beats her wings, releasing an explosive powder and creating a spark with her teeth. Each creature within 20 feet of the lunastra must succeed on a DC 18 Dexterity saving throw or take 11 (2d10) fire damage plus 11 (2d10) thunder damage and be knocked prone.

Lunastra

Challenge Rating 12 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	Lunastra Scale	(A,W)
9-11	Lunastra Carapace	(A,W)
12-14	Lunastra Tail	(A,W)
15-16	Lunastra Wing	(A,W)
17-18	Lunastra Mane	(A,W)
19	Lunastra Horn	(A,W)
20	Lunastra Gem	(A,W)

ARMOR MATERIAL EFFECTS

Lunastra Scale
Tool Specialist. While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

Lunastra Carapace
While you wear this armor, any creature that touches you or hits you with a melee weapon attack takes 1d6 fire damage.

Lunastra Tail
You have resistance to fire damage while you wear this armor.

Lunastra Wing
Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Lunastra Mane
Geologist+. When you successfully gather a mining resource, you gather an extra 1d4 more.

Lunastra Horn
Wide-Range. When you eat or drink an Uncommon or lower consumable item *(except potions of resistance)*, each creature within 10 feet of you also gain its effect.

Lunastra Gem
Health Boost. While wearing this armor, your hit point maximum increases by 1 for each character level you have.

WEAPON MATERIAL EFFECTS

Lunastra Scale
Guard. You cannot be pushed or knocked backwards while you wield this weapon.

Lunastra Carapace
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Lunastra Tail
Your weapon deals an extra 1d6 fire damage.

Lunastra Wing
When you hit a creature with a melee weapon attack using this weapon, you can engulf the target in flames. At the start of each of the engulfed creature's turns, it takes 1d4 fire damage and it can then make a DC 15 Dexterity saving throw, putting out the flames on a successful save. Alternatively, the engulfed creature, or a creature within 5 feet of it, can use an action to smother the flames ending the effect. Once used, this property can't be used again until you finish a short or long rest.

Lunastra Mane
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

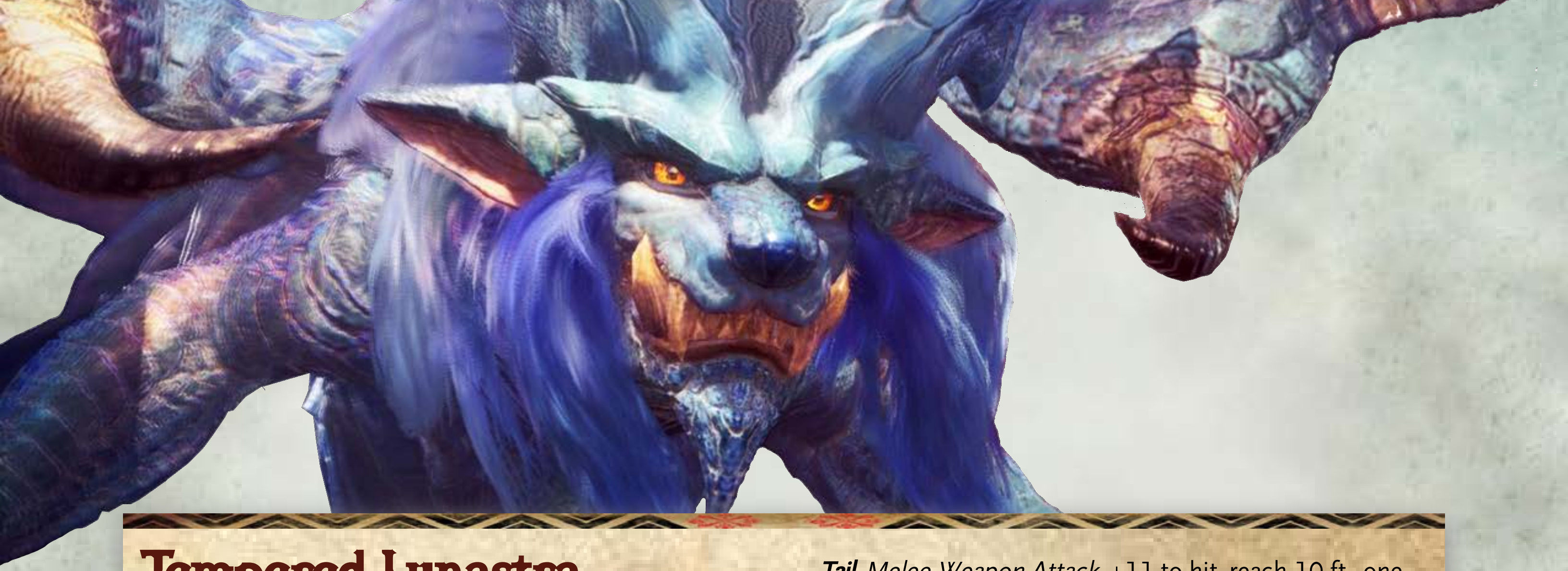
Lunastra Horn
Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Lunastra Gem
Mind's Eye. Your attacks with this weapon bypass the damage resistances of any creature.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.



Tempered Lunastra

Huge dragon (elder), unaligned

Armor Class 18 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	22 (+6)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Str +11, Dex +9, Wis +8, Cha +6
Skills Perception +8
Damage Resistance acid, lightning
Damage Immunities fire
Condition Immunities charmed, frightened
Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 18
Languages Draconic
Challenge 19 (22,000 XP) **Proficiency** +6

Fire Aura. At the start of each of the lunastra's turns, each creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the lunastra or hits her with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Goddess of the Blue Flame. Fire damage dealt by the lunastra bypasses fire resistance.

Legendary Resistance (3/Day). If the lunastra fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The lunastra makes two Claw attacks and one Bite or Tail attack.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 7 (2d6) fire damage. If the lunastra moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) piercing damage.

Claw. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage and the target must make a DC 19 Strength saving throw or be knocked prone.

Blue Flame Breath (Recharge 5-6). The lunastra exhales blue flames in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

Deadly Leap. If the lunastra jumps at least 10 feet as part of its movement, she can then use this action to land on her feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 19 (4d6 + 5) bludgeoning damage plus 19 (4d6 + 5) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the lunastra's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the lunastra's space.

Supernova Pulse (1/day). The lunastra beats her wings, rising 20 feet into the air, while releasing a large burst of blue flames all around her. Each creature within 45 feet of the lunastra must succeed on a DC 20 Dexterity saving throw or take 45 (10d8) fire damage.

For the next 3 rounds, at the start of the lunastra's turn, the blue flames pulse around her in a 30-foot radius. Each creature in that area must make a DC 20 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The lunastra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lunastra regains spent legendary actions at the start of her turn.

Move. The lunastra moves up to her speed without provoking opportunity attacks.

Attack. The lunastra makes a bite attack.

Devil's Powder (Costs 2 Actions). The lunastra beats her wings releasing an explosive powder and creating a spark with her teeth. Each creature within 20 feet of the lunastra must succeed on a DC 20 Dexterity saving throw or take 16 (3d10) fire damage plus 16 (3d10) thunder damage and be knocked prone.

Tempered Lunastra

Challenge Rating 19 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	T.Lunastra Scale	(A,W)
9-11	T.Lunastra Carapace	(A,W)
12-14	T.Lunastra Tail	(A,W)
15-16	T.Lunastra Wing	(A,W)
17-18	T.Lunastra Mane	(W)
19	T.Lunastra Horn	(A,W)
20	T.Lunastra Gem	(A,W)

ARMOR MATERIAL EFFECTS

T.Lunastra Scale
Tool Specialist. While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

T.Lunastra Carapace
While you wear this armor, any creature that touches you or hits you with a melee weapon attack takes 1d8 fire damage.

T.Lunastra Tail
You are immune to fire damage while you wear this armor.

T.Lunastra Wing
Wide-Range+. When you eat or drink an Uncommon or lower consumable item (except potions of resistance), each creature within 20 feet of you also gain its effect.

T.Lunastra Horn
Health Boost+. Your hit point maximum increases by 2 for each character level you have while wearing this armor.

T.Lunastra Gem
Fiery Protection. While wearing this armor You are immune to poison damage and the poisoned condition. Also when you would gain a level of exhaustion, you can choose to ignore it. Once you use this property you can't use it until the next dawn.

WEAPON MATERIAL EFFECTS

T.Lunastra Scale
Guard. You cannot be pushed or knocked backwards while you wield this weapon.

T.Lunastra Carapace
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

T.Lunastra Tail
Your weapon deals an extra 1d8 fire damage.

T.Lunastra Wing
When you hit a creature with a melee weapon attack using this weapon, you can engulf the target in flames. At the start of each of the engulfed creature's turns, it takes 1d6 fire damage and it can then make a DC 17 Dexterity saving throw, putting out the flames on a successful save. Alternatively, the engulfed creature, or a creature within 5 feet of it, can use an action to smother the flames ending the effect. Once used, this property can't be used again until you finish a short or long rest.

T.Lunastra Mane
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

T.Lunastra Horn
Awaken. When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls one additional damage die when it hits. For example a shortsword now rolls 2d6 and a greatsword deals 3d6.

T.Lunastra Gem
While holding this weapon your spell attack rolls and spell save DC increase by +2. If the spell deals fire damage, the bonus is increased to +3.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Malzeno

Malzeno has a body shape reminiscent of a European dragon, similar to Velkhana, with dark scales covering its body along with swarms of small, flying leech-like creatures called Qurio on its neck, chest, and front legs. Its wings, while being dull grey when looked at from above, have a red underside. The wing membrane connects "separately" to the wing fingers, and each wing possesses a single, giant talon. There is also a pair of smaller fins, similar in coloration to the wings at the base of its tail. Three of the fingers on its front legs end in a curved, giant claw. It has two large, golden horns, as well as frills extending from both sides of its neck that resemble a cowl. Its tail ends in three large, movable prongs that can be used to grab small prey. It can cover its body with its wings like a cape.

It can command the Qurio that constantly follow it to syphon life force from enemies and prey, which it uses to strengthen itself further. Like the malzeno, these creatures can inflict bloodblight. The malzeno is bitter enemies with the elder dragon gaismagorm. Malzeno ensures there is not enough life force around the Yawning Abyss for it to absorb and by seizing control of the qurio and forcing them to provide it with stolen life force meant for gaismagorm.

Despite their lithe appearances, they are incredibly physically adept. In a base state, they rely primarily on fast and powerful physical blows with their limbs, especially their dexterous, claw-like tail and wings. Furthermore, their brute force is very easy to underestimate. Their physical attacks, while resemble those of other elder dragons (such as kushala daora and teostra), seem to have incredible force, as they commonly shatter the ground and send shockwaves, especially ones with the wings. They can also breath dragon energy into the ground, causing explosions, which also inflicts Dragonblight, while its tail stab attacks inflict Bloodblight on their targets. This energy also seems to transfer the targets' life-force to Malzeno, as landing enough of these allows it to change form.

Malzeno

Huge Undead (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 297 (22d12 + 154)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +13, Con +13, Wis +8, Cha 10
Skills Perception +8, Stealth +13
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Draconic
Challenge 20 (25,000 XP or 50,000 XP as a mythic encounter) **Proficiency** +6

Empowered (Mythic Trait; Recharges after a Short or Long Rest). If the malzeno would be reduced to 0 hit points, its current hit point total instead resets to 216 (16d12 + 112) hit points, it recharges its Explosive Breath, it regains all expended legendary resistances and it enters a empowered state for 1 minute, or until it uses Crimson Ire. While in this state, the malzeno can use its Bloodmist Blink and many of its actions are enhanced (included in the actions).

Legendary Resistance (3/Day). If the malzeno fails a saving throw, it can choose to succeed instead.

Turn Resistance. The malzeno has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The malzeno makes one Claws attack and one Bite attack. Or it makes three Qurio Swarm attacks.

Bite. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the malzeno regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage.

Qurio Swarm. *Ranged Weapon Attack:* +13 to hit, range 80/320 ft., one target. *Hit:* 14 (4d6) necrotic damage and the target must succeed on a DC 21 Constitution saving throw or be afflicted with bloodblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage and the target must succeed on a DC 21 Constitution saving throw or be afflicted with bloodblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once per turn while empowered, the malzeno can cause one of the following additional effects (choose one or roll a d4):

1-2: Pierce. The malzeno makes tail attack against each creature in a 10-foot line that is 5 feet wide behind the target.

3-4: Sweep. Each creature in a 15-foot-square centered on a space adjacent to the target must succeed on a DC 21 Strength saving throw or be knocked prone.

Explosive Breath (Recharge 5-6). The malzeno fires its draconic energy into the ground causing multiple explosions in a 60-foot line that is 15 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 42 (12d6) necrotic damage and afflicted with dragonblight for 1 minute on a failed save, or half as much damage and isn't afflicted with dragonblight on a successful one.

Crimson Ire (Empowered Only). While on the ground, the malzeno flies 30 feet straight into the air without provoking opportunity attacks before firing a huge crimson orb at a point below it. Each creature in a 30-foot-radius sphere centered on that point must make a DC 21 Dexterity saving throw, taking 49 (9d10) necrotic damage and be afflicted with blood-blight for 1 minute on a failed save, or half as much damage and isn't afflicted with bloodblight. A creature can make a DC 21 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Bloodmist Blink (Empowered Only). The malzeno magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

The malzeno can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The malzeno regains spent legendary actions at the start of her turn.

Attack. The malzeno makes one Tail attack. While empowered, it can use Bloodmist Blink before making the attack.

Wind Blast (Cost 2 Actions). While on the ground, the malzeno swings its wing creating a burst of ground-shattering air pressure in a 60-foot line that is 5 feet wide, or a 60-foot cone while empowered. While flying no more than 30 feet above the ground, the burst hits a 15-foot cube originating from a space below it.

Each creature in that line or area must make a DC 21 Dexterity saving throw, taking 18 (4d8) thunder damage or 27 (6d8) thunder damage while empowered, be pushed up to 10 feet away, and knocked prone on a failed save, or half as much damage, isn't pushed away or knocked prone on a successful one.

Corkscrew (Costs 2 Actions). The malzeno moves up to half its fly speed in a straight line while spinning. During this move it can move through the spaces of other creatures without provoking opportunity attacks. While empowered, the malzeno can use its Bloodmist Blink before it moves.

Each creature the malzeno moves through must make a DC 21 Dexterity saving throw, taking 16 (2d8 + 7) bludgeoning damage and be knocked prone on a failed save, or half as much damage and is pushed 5-feet into an unoccupied space out of the way of the malzeno's path (PC choice). If there are no unoccupied spaces available, the creature automatically fails its saving throw.

Bloodblight

A creature who is afflicted with bloodblight bleeds profusely.

- While afflicted, a creature loses 1d10 hit points at the end of each of its turns if it hasn't attacked or dealt damage to a hostile creature since the start of its turn.
- When it would regain hit points, it regains only half as many.

Malzeno

Challenge Rating 20 **Carves** 4 (or 8 as a mythic encounter)

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Malzeno Cortex	(A,W)
9-11	Malzeno Shard	(A,W)
12-13	Bloody Parasite	(A,W)
14	Malzeno Hardfang	(A,W)
15-16	Malzeno Fellwing	(A,W)
17-19	Malzeno Tail	(A,W)
20	Malzeno Bloodstone	(A,W)

ARMOR MATERIAL EFFECTS

Malzeno Cortex

While wearing this armor you have no reflection and your armor or clothing takes on a gothic appearance.

Malzeno Shard

Blightproof. While wearing this armor you are immune to blight spells, spell like abilities, and conditions.

Bloody Parasite

You are immune to the bloodblight condition while you wear this armor.

Malzeno Hardfang

Recovery Up. Whenever you regain hit points from any potion or plant, the first die is maximized.

Malzeno Fellwing

While attuned to this weapon, you can use a bonus action to cast the *misty step* spell from it. You can use this property three time, regaining all expended uses when you finish a long rest.

Malzeno Tail

This armor has three runes. As a bonus action you can expend 1 or more runes to lose 1d8 hit points for each rune expended and heal another creature you can see within 30 feet of you for double the amount of hit points you lost. If this damage reduces you to 0 hit points, you're stable but unconscious. This armor regains 1 expended rune when you reduce a Medium or larger creature to 0 hit points.

Malzeno Bloodstone

You are immune to necrotic damage while you wear this armor and your hit point maximum can't be reduced by the effects from a hostile creature.

WEAPON MATERIAL EFFECTS

Malzeno Cortex

Your weapon deals an extra 1d8 necrotic damage.

Malzeno Shard

Partbreaker+2. You deal an extra 1d8 damage when you critically hit with this weapon.

Bloody Parasite

Critical Status (Bloodblight). Whenever you critically hit with this weapon, the target creature must make a DC 17 Constitution saving throw. On a failed save the target is afflicted with bloodblight for 1 minute.

Malzeno Hardfang

Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled).* You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Malzeno Fellwing

You gain a + 2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals necrotic damage.

Malzeno Tail

Bloodrite. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 10 necrotic damage if it isn't a construct or an undead. You also gain 10 temporary hit points.

Malzeno Bloodstone

This weapon has 4 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *vampiric touch* spell (+11 to hit) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

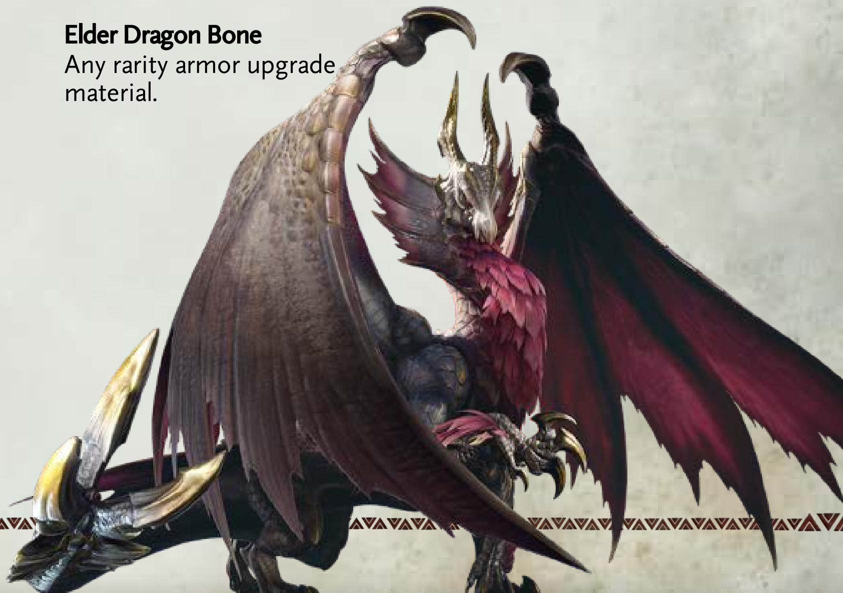
OTHER MATERIAL EFFECTS

Elder Dragon Blood

Any rarity weapon upgrade material.

Elder Dragon Bone

Any rarity armor upgrade material.



Primordial Malzeno

Huge Dragon (elder), lawful neutral

Armor Class 22 (natural armor)
Hit Points 418 (31d12 + 217)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +15, Con +15, Wis +10, Cha +12
Skills Perception +10, Stealth +15
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, stunned, unconscious
Senses darkvision 120 ft., passive Perception 20
Languages Draconic
Challenge 25 (75,000 XP or 150,000 XP as a mythic encounter) **Proficiency** +8

Berserker State (Infested Only; Recharge 4-6; Must Recharge Before First Use). At the start of its turn (winning all ties) the malzeno enters a Berserker State until the start of its next turn, if available. When the malzeno enters the Berserker State, it gains one additional turn before the start of its next turn. Roll initiative again to determine when this second turn takes place. Additionally while in the Berserker State, the malzeno can use Blink as a part of any Action or Legendary Action.

Qurio Infested (Mythic Trait; Recharges after a Short or Long Rest). If the malzeno would be reduced to 0 hit points, its current hit point total instead resets to 310 (23d12 + 161) hit points, it regains all expended legendary resistances and it enters a infected state for 1 hour. While in this state, the malzeno can use its Blink, Qurio Swarm attack, Primordial Breath, Primordial Supernova actions, and Omnidirection Qurio Swarm legendary action.

Legendary Resistance (3/Day). If the malzeno fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The malzeno makes two Lance Wingarm Attacks or it uses Wingarm Shield and then makes one Tail (Sweep) attack. If the malzeno's Infested trait activated in the last hour, it can make three Qurio Swarm attacks instead.

Lance Wingarm. *Melee Weapon Attack.* +15 to hit, reach 20 ft., one target. *Hit:* 28 (6d6 + 7) piercing damage.

Tail. *Melee Weapon Attack.* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage and the target must succeed on a DC 23 Constitution saving throw or be afflicted with bloodblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once per turn while empowered, the malzeno can cause one of the following additional effects (choose one or roll a d4):

1-2: Pierce. The malzeno makes a Tail attack against each creature in a 10-foot line that is 5 feet wide originating from the target.
3-4: Sweep. Each creature in a 15-foot-square centered on a space adjacent to the target must succeed on a DC 23 Strength saving throw or be knocked prone.

Qurio Swarm (Infested Only). *Ranged Weapon Attack:* +15 to hit, range 80/320 ft., one target. *Hit:* 14 (4d6) necrotic damage and the target must succeed on a DC 23 Constitution saving throw or be afflicted with bloodblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wingarm Shield. The malzeno moves up to 20 feet using its wingarm as a shield. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the malzeno moves through must succeed on a DC 23 Dexterity saving throw or take 28 (6d6 + 7) bludgeoning damage and be knocked prone.

Primordial Breath (Recharge 5-6; Infested Only). The malzeno fires its draconic energy into the ground causing multiple explosions in a 60-foot cone or fires lasers in a 90-foot line that is 15-feet wide. Each creature in that area or line must make a DC 23 Dexterity saving throw, taking 42 (12d6) necrotic damage and afflicted with dragonblight for 1 minute on a failed save, or half as much damage and isn't afflicted with dragonblight on a successful one.

Primordial Supernova (1/Day; Infested Only). While the malzeno is between 20 and 60 feet off the ground and not in the Berserk State, it can use this action to unleashes countless qurio swarms. Make one attack Qurio Swarm attack against each creature within 120 feet of the malzeno. Until the start of the malzeno's next round, it can only use its legendary actions (Costs 1 Action) to repeat its Qurio Swarm attack against each creature still within 120 feet of it.

On its subsequent turn before it moves, the malzeno can use its action to teleport 10 feet above one creature within 120 feet of it, or a space 120 feet from is current location if no creatures remain within 120 feet of it. Immediately after it teleports, the malzeno releases an explosion of energy. Each creature within 60 feet of the malzeno must make a DC 23 Dexterity saving throw, taking 49 (11d8) necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Blink (Infested Only). The malzeno magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Reactions

Parry. The malzeno adds 8 to its AC against one melee attack that would hit it. To do so, the malzeno must see the attacker.

Protection. Malzeno imposes disadvantage on an attack roll against a creature within 10 feet of it, that isn't the malzeno.

Legendary Actions

The malzeno can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The malzeno regains spent legendary actions at the start of her turn.

Attack. The malzeno makes one Lance Wingarm attack.

Crosswing Chop (Cost 2 Actions). While on the ground, the malzeno briefly rises 5 feet into the air before slamming its wings on the ground in front of it as it lands. Each creature in a 15-foot-cube originating from the malzeno must make a DC 23 Dexterity saving throw, taking 42 (12d6) bludgeoning damage and be pushed up to 10 feet away and knocked prone on a failed save, or half as much damage and isn't pushed away or knocked prone on a successful one.

Corkscrew (Costs 2 Actions). The malzeno moves up to half its fly speed in a straight line while spinning. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the malzeno moves through must make a DC 23 Dexterity saving throw, taking 34 (6d8 + 7) bludgeoning damage and be knocked prone on a failed save, or half as much damage and is pushed 5-feet into an unoccupied space out of the way of the malzeno's path (PC choice). If there are no unoccupied spaces available, the creature automatically fails its saving throw.

Omnidirectional Qurio Swarms (Infested Only; Costs 2 Actions). The malzeno releases qurio swarms that travel away from it before dispersing. Each creature within 30 feet of the malzeno must succeed on a DC 23 Dexterity saving throw or take 40 (9d8) necrotic damage and be afflicted with bloodblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Primordial Malzeno

Challenge Rating 25 **Carves** 4 (or 8 as a mythic encounter)

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Malzeno Pureplate	(A,W)
9-11	Primordial Scale	(A,W)
12-13	Madness Parasite	(A,W)
14	Malzeno Beautifang	(A,W)
15-16	Shining Shieldwing	(A,W)
17-19	Primordial Tail	(A,W)
20	Primordial Bloodstone	(A,W)

ARMOR MATERIAL EFFECTS

Malzeno Pureplate
While attuned to this armor, your armor or clothing takes on a gothic appearance or the appearance of an elegant warrior of light. You can change your armor's appearance whenever you finish a long rest.

Primordial Scale
Survivor+. When an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +2 AC, +2 damage, and +2 to attack rolls for 1 minute. Once used, this property can't be used again until the next dawn.

Madness Parasite
While attuned to this armor you can't be charmed or frightened. Additionally, you are immune to the effects of Short Term, Long Term, and Indefinite Madness.

Malzeno Beautifang
White Knight. Your Charisma score is 19 while you wear this armor. It has no effect on you if your Charisma is already 20 or higher. Additionally, you have advantage on Charisma skill checks when interacting with nobles while you wear this armor.

Shining Shieldwing
Shield+. While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +2 bonus to your AC until the start of your next turn.

Primordial Tail
Defense Boost (Necrotic). While wearing this armor, you gain a +1 bonus to AC, you are immune to necrotic damage.

Primordial Bloodstone
Iron Wall+. You have a +3 bonus to your armor class while you wear this armor.

WEAPON MATERIAL EFFECTS

Malzeno Pureplate
Partbreaker+3. You deal an extra 1d10 damage when you critically hit with this weapon.

Primordial Scale *(Requires a Shield)*
Evade & Counter. When a creature misses you with a melee attack while you are wielding your shield, you can make one melee weapon attack against the attacker as a reaction.

Madness Parasite
Critical Status (Bloodblight). Whenever you critically hit with this weapon, the target creature must make a DC 18 Constitution saving throw. On a failed save the target is afflicted with bloodblight for 1 minute.

Malzeno Beautifang
Blood Awakening. When you regain hit points from dealing damage with a Weapon or Spell attack while attuned to this weapon, your next attack deals an extra 10 damage.

Shining Shieldwing
Shield Upgrade. Depending on which weapon this material is placed into, it gains the following benefits:

- **Charge Blade.** When you use your Elemental Guard, you increase your AC by half your proficiency bonus until the start of your next turn
- **Gunlance.** The Guard Reload weapon property now reloads all expended shells.
- **Lance.** The first time you use your Powerguard in a round, it does not use up your reaction.
- **Sword & Shield.** When a creature adjacent makes a Dexterity saving throw, you can use your reaction to grant that creature a bonus to its save equal to your shield's AC.

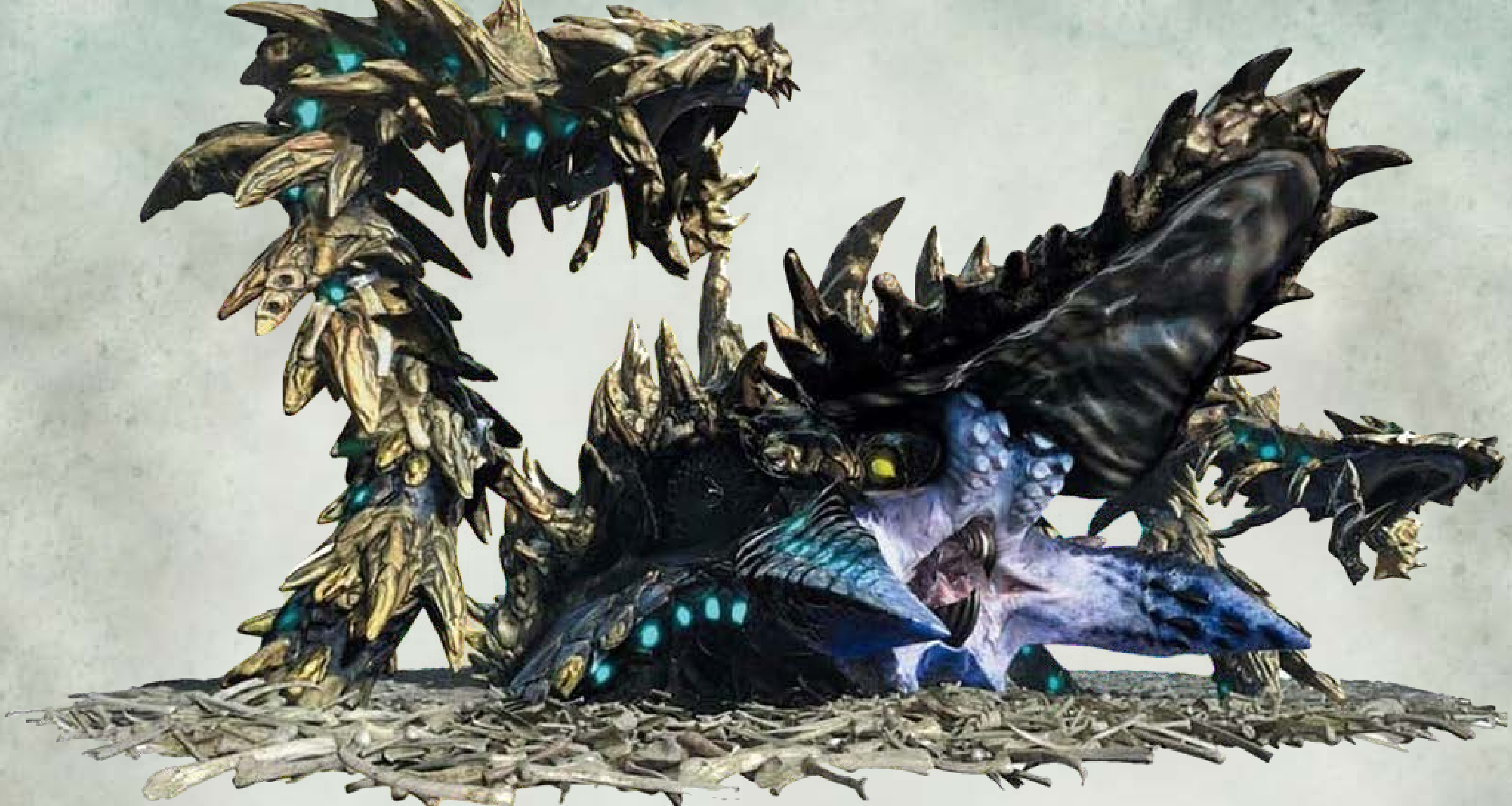
Primordial Tail
Bloodrite. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 10 necrotic damage if it isn't a construct or an undead. You also gain 10 temporary hit points.

Primordial Bloodstone
Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.



Nakarkos

Nakarkos are massive cephalopod-like monsters. They have glowing yellow eyes, and massive, sharp beaks. They have blue skin with spots of turquoise bioluminescence. The most unique feature of a Nakarkos body is its self-made covering of bones which it uses to protect and camouflage itself. Under normal circumstances, the Nakarkos face cannot be seen. Its two primary tentacles are covered in vertebrae and tipped with skulls, creating the appearance of a two-headed skeletal dragon. Nakarkos have been reported in many different regions by eyewitnesses, though Nakarkos are known to make huge bone-covered lairs in caves. These lairs are known as Wyvern's End. Nakarkos are also known to be found in the sea.

Nakarkos easily assert themselves as top predators, no matter what the environment is. These Elder Dragons have been identified feeding on the armored prey, such as Uragaan and Diablos, and even top predators like Glavenus, Brachydios, and Agnaktor. Even monster species capable of flight aren't safe from this monster. The most shocking creatures these Elder Dragons have been found to take down are Shen Gaoren and Ceadeus pups. Other prey includes Hermitaur and Daimyo Hermitaur. The only real likely things that could potentially threaten a Nakarkos are other Elder Dragons like older Ceadeus, their only known predator.

Nakarkos are gluttons that can eat a whole ecosystem if left unchecked. Due to Nakarkos having huge appetites, they can easily wipe out all life in surrounding areas. Nakarkos have even been reported shooting down airships for food. Though Nakarkos can destroy an ecosystem, it doesn't actually want to do that. It prefers to leave its nest in search of prey, so it still has plenty of food in the environment it is living within. If the adventurer's Guild finds a Nakarkos' lair, they will immediately send the adventurer to repel it before it can bring further damage to that ecosystem. However, it is said that Nakarkos will eventually return to said area in order to feed themselves further.

Nakarkos is able to produce an eerie, blue mucus from its body. This mucus is sticky, allowing it to capture prey and even shoot prey items out of the air. Though this mucus is used for capturing prey, Nakarkos has another use for the mucus. This mucus is used to help prevent bones from corroding, sticking bones together, and to prevent the bones from collapsing. With this mucus, it can make protective bone armor to protect its whole body from attacks and even use some bones as weapons. Like a cuttlefish, it has sticky tentacles used to drag prey back to its lair. These tentacles are usually covered in bones for protection, ending with a huge skull. But this isn't just limited to skulls. Nakarkos has been seen using various monster parts to attack foes or to kill prey with. Some of these parts are hard to identify due to Nakarkos altering their shapes in order for it to use them. Some parts that it has been seen using is a fused together Glavenus jaw and tail, a Lagiacrus shell shockers, a Brachydios pounders, and a Uragaan's chin.

These various parts give the appearance that it has "two heads" but Nakarkos's true head is hidden away underground most of the time. When it feels its life is truly in danger, it will eventually reveal its true face. Its true face is cephalopod-like, resembling a cuttlefish. By revealing its face, it can use its bone-crunching beak. So to make it easier for itself to use the Fire Beam, it will fire the element from its tentacles and build it up in its mouth before firing a massive beam. To move quickly, Nakarkos has jet propulsion like squids. It uses this to return to its nest at a quicker rate, so it can avoid getting eaten itself.

Nakarkos

Huge aberration (elder), Chaotic Evil

Armor Class 22 (Dragon Bone)
Hit Points 232 (16d12 + 128)
Speed 40 ft., burrow 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	27 (+8)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Dex +8, Wis +10, Cha +9
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities acid, cold
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 14
Languages Draconic
Challenge 20 (25,000 XP) **Proficiency** +6

Amphibious. The nakarkos can breathe air and water.

Bone Tentacles. The nakarkos has two tentacles (Size: Large, AC 22, HP 30). Damaging a bone tentacle deals no damage to the nakarkos. When a bone tentacle reaches 0 hit points, it becomes a Broken Tentacle. As a bonus action, the nakarkos can retract the tentacles underground and have it reappear in an unoccupied space within 15 feet of its body.

Broken Tentacles. A broken tentacle has had the bones protecting it destroyed reducing its AC by 2. (Size: Large, AC 20). Damaging a broken tentacle deals damage to the nakarkos. At the end of the nakarkos turn, a broken tentacle retracts into the ground. It reappears at the start of the nakarkos next turn with the bones of a new creature (choose one or roll a d4). On a 1, Lagiacrus Tentacle; On a 2, Glavenus Tentacle; On a 3, Uragaan Tentacle; On a 4, Brachydios Tentacle.

Legendary Resistance (3/Day). If the nakarkos fails a saving throw, it can choose to succeed instead.

Poison Aura. At the start of each of the nakarkos's turns, each creature within 5 feet of its body takes 11 (3d6) poison damage. A creature that touches the nakarkos body or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

True Face. The Nakarkos is sunken into the ground, revealing only its body parts that are covered in dragon bone giving the appearance that it has "two heads" but nakarkos' true head is hidden away underground. When the nakarkos is below half of its maximum hit points (131), it will reveal its unprotected true face reducing its AC by 2 and replacing its multiattack and fire beam with:

- ***Multiattack.*** The nakarkos makes two tentacle attacks and one beak attack. It can replace its tentacle attack with a sticky mucus attack.
- ***Fire Beam (Recharge 5-6).*** The nakarkos exhales a beam of fire in a 90-foot line that is 10-feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 49 (9d10) fire damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The nakarkos makes two Tentacle attacks. It can replace either of these attacks with a Sticky Mucus attack.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Tentacles. The nakarkos uses one of the following tentacle attacks depending on which bones it is using:

Broken Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Lagiacrus Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage plus 5 (1d10) lightning damage.

Glavenus Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 5 (1d10) fire damage.

Uragaan Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage.

Brachydios Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage and each creature within 5 feet of the target, including the target, must make a DC 22 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Sticky Mucus. *Ranged Weapon Attack.* +13 to hit, range 60/240 ft. from tentacles location, one target. *Hit:* 17 (5d6) poison damage and the target is grappled by the mucus (escape DC 22).

Fire Beam (Recharge 5-6). The nakarkos tentacles release two beams of fire, one from each tentacle. Each beam fires in a 45-foot line that is 5-feet wide. Each creature in either line must make a DC 22 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The nakarkos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nakarkos regains spent legendary actions at the start of its turn.

Mucus Ball. The nakarkos launches a ball of mucus from its back at a target. The target must make a DC 21 Dexterity saving throw or become restrained by the mucus (escape 22).

Tentacle Attack (Costs 2 Actions). The nakarkos makes a tentacle attack.

Trample (Costs 2 Actions). The nakarkos moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the nakarkos moves through must succeed on a DC 21 Dexterity saving throw or take 16 (2d8 + 7) bludgeoning damage and be knocked prone.

Nakarkos

Challenge Rating 20 **Carves** 6

Carve Chance	Material	Slots
1-6	Nakarkos Hide	(A,W)
7-11	Nakarkos Arm Brace	(A,W)
12-15	Radiant Mucus	(W)
16-17	Nakarkos Cuttlebone	(A,W)
18-19	Nakarkos Fang	(W)
20	Nakarkos Soul Orb	(A,W)

ARMOR MATERIAL EFFECTS

Nakarkos Hide
You have advantage on Wisdom (Insight) checks while you wear this armor.

Nakarkos Arm Brace
Adrenaline. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.

Nakarkos Cuttlebone
Survivor+. When an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +2 AC, +2 damage, and +2 to attack rolls for 1 minute. Once used, this property can't be used again until the next dawn.

Nakarkos Soul Orb *(Sorcerer, Warlock, and Wizard Only)*
This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to coat your armor in magical ice, gaining 25 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 25 piercing damage.

WEAPON MATERIAL EFFECTS

Nakarkos Hide
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Nakarkos Arm Brace
Furor. When you are below one-tenth of your maximum hit points, your melee weapon attacks with this weapon deal maximum damage.

Radiant Mucus
While holding this weapon, you can use your bonus action to transform the weapon into a tentacle rod (DMG 208) or back to its original form. Each tentacle on the rod has a different damage type: tentacle one, fire; tentacle two, lightning; tentacle three, bludgeoning.

Nakarkos Cuttlebone
Crisis+. While suffering from an abnormal status effect caused by a hostile creature or object, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d12 spell or weapon damage.

Nakarkos Fang
Trump Card. You have advantage on attack rolls against creatures that are grappled.

Nakarkos Soul Orb
Amplify. The elemental damage done by your weapon is increased by one die size and the duration of consumables is increased by 50%.

Namielle

Namielle is an Elder Dragon that has aspects of manta rays, deep sea fish, and jellyfish. Its massive wings are colored black on top and a light blue on the underside, with rainbow luminescence that pulses constantly. Its head is red and blue with the same pulsing luminescence but when drained of its water and dried out, it has a milky tan coloring that affects both its body and the underside of its wings. It also
has multiple long whiskers on the lower jaw.

As with most Elder Dragons, most monsters flee from its mere presence. It asserts itself as the top of the food chain. What it consumes, however, is a mystery. Based on its needle-like dental structure, it can be assumed it preys on fish and possibly piscine wyverns. Only other Elder Dragons and the recently discovered Savage Deviljho, of which the Brute Wyvern is capable of equaling its strength, seem to be willing to challenge it.

Namielle is a very unique Elder Dragon; its body carries semblance of various creatures found in the ocean. Its wings resemble that of a manta ray's, while the tips can discharge electricity like an electric eel. The membrane of its wings and parts of its face glows with a bioluminescent light that pulses with the color of the rainbow and it has large, needle-shaped teeth like deep-sea fish. There are also combs on its wings like a comb jelly, giving it further bioluminescence. Its most notable feature, however, is its ability to produce, control and absorb water.

However, said water doesn't appear to be pure water but a mix of its internal saliva and water mixed together to create a slime like water that adheres and stays moist for extended periods of time. This water is shot out of its mouth and can be absorbed back in freely and with a wave of its wings or front claws it can make hunters standing on this water slide back and forth at will. It can also shoot this water at the ground causing a tidal wave to surge up. Even more interesting is that Namielle can actually produce electricity and use the lightning to cause its water patches to electrify then explode violently into steam.

Something rather unique to Namielle is that it can fly even when barely flapping its wings and glides through the air as a manta ray does in water. Namielle also seems to have the ability to blot out the sun with its body, which causes instant darkness. However, it should be noted that this ability was only demonstrated upon initially finding it.

Namielle

Huge dragon (elder), Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	20 (+5)	14 (+2)	13 (+1)

Saving Throws Dex +7, Con +9, Cha +6
Skills Athletics +9, Perception +7
Damage Immunities acid, lightning
Condition Immunities paralyzed, stunned
Senses darkvision 120 ft., passive Perception 17
Languages Aquan, Draconic
Challenge 14 (11,500 XP) **Proficiency** +5

Amphibious. The namielle can breathe air and water.

Flooded. Any space that has been flooded by one of namielle's actions is filled with two to three feet of water, and it is difficult terrain for any creature without an innate or magical swimming speed. The flooded areas remain flooded for 24 hours, until the namielle absorbs the water, or until it is turned to steam.

Actions

Multiattack. The namielle makes one Bite attack and one Claw attack, or it makes two Water Globule attacks.

Bite. *Melee Weapon Attack:* +9 to hit, Reach 5 ft., one target. *Hit* 17 (3d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, Reach 5 ft., one target. *Hit* 14 (3d6 + 4) slashing damage.

Water Globule. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 10 (3d6) acid damage and the target must succeed on a DC 17 Constitution saving throw or become afflicted with waterblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a hit or miss, a 5-foot space below the target is flooded.

Maelstrom. The water in a 30-foot radius around the namielle is pulled towards it and absorbed into its body, increasing the namielle's AC by 2 until the end of its next turn. Each creature in flooded terrain must make a DC 18 Strength saving throw, taking 21 (6d6) bludgeoning damage and be pulled 10 feet toward the namielle on a failed save, or half as much damage on a successful one and is not pulled.

Tidal Wave. The namielle conjures up a wave of water that crashes down on an area in front of it. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a DC 18 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Electric Divebomb (Recharge 5-6). The namielle releases a torrent of water from its body, flooding the ground in a 30-foot radius around it. It then rises into the sky while gathering electricity before it comes crashing down at its same location causing a massive eruption of water and a shockwave of steam. Each creature within 30 feet of the namielle must make a DC 17 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. If the creature is within 10 feet of the namielle, it takes an extra 11 (2d10) lightning damage.

Spellcasting. The namielle casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *create or destroy water, control water*

Legendary Actions

The namielle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The namielle regains spent legendary actions at the start of its turn.

Attack. The namielle makes one Bite attack or one Water Globule attack.

Water Beam (Costs 2 Actions). The namielle exhales a torrent of water in a 60-foot cone, flooding the area. Each creature in that area must make a DC 17 Dexterity saving throw, taking 17 (5d6) acid damage and be afflicted with waterblight on a failed save, or half as much damage and not afflicted with waterblight on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Electric Current (Costs 3 Actions). The namielle touches the tip of its wing to a flooded space within 10 feet of it, sending an electric current coursing through it. This current travels through each connected flooded space creating an explosion of steam in each space. Each creature in those spaces must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage plus 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one. Spaces affected by this ability then lose the flooded status.

Namielle

Challenge Rating 14 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	Namielle Finehide	(A,W)
9-12	Namielle Hardclaw	(A,W)
13-14	Namielle Whisker	(A,W)
15-17	Namielle Fellwing	(A,W)
18-19	Namielle Lash	(A,W)
20	Namielle Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Namielle Finehide
Tool Specialist. While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

Namielle Hardclaw
Blightproof. While wearing this armor you are immune to blight spells, spell like abilities, and conditions.

Namielle Whisker
Constitution. The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

Namielle Fellwing
Stamina Surge+2. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

Namielle Lash
While wearing this armor you have resistances to lightning damage.

Namielle Mantle
You are immune to acid damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Namielle Finehide
While attuned to this weapon, you can use an action to cast the *levitate* spell on yourself at will.

Namielle Hardclaw
While you are attuned to this weapon you can use a bonus action to cast the *dancing lights* spell at will.

Namielle Whisker
When you critically hit with this weapon, the target can't take reactions until the start of its next turn.

Namielle Fellwing
When you finish a short or long rest you choose a damage type. This damage type can be either cold or lightning damage. A creature hit by this weapon takes an extra 1d8 of the chosen damage type.

Namielle Lash *(Spellcaster Only)*
This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *shape water* (1 rune), *create or destroy water* (1 rune), *fog cloud* (1 rune), *call lightning* (3 runes) or *control water* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Namielle Mantle
You gain a + 1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals cold or lightning damage.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Tempered Namielle

Huge dragon (elder), Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	22 (+6)	16 (+3)	15 (+2)

Saving Throws Dex +9, Con +11, Cha +8
Skills Athletics +11, Perception +9
Damage Resistances cold
Damage Immunities acid, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, stunned
Senses darkvision 120 ft., passive Perception 19
Languages Aquan, Draconic
Challenge 19 (22,000 XP) **Proficiency** +6

Amphibious. The namielle can breathe air and water.

Flooded. Any space that has been flooded by one of namielle's actions is filled with three to four feet of water, and it is difficult terrain for any creature without an innate or magical swimming speed. The flooded areas remain flooded for 24 hours, until the namielle absorbs the water, or until it is turned to steam.

Legendary Resistance (3/Day). If the namielle fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The namielle makes one Bite attack and one Claw attack, or it makes two Water Globule attacks.

Bite. *Melee Weapon Attack:* +11 to hit, Reach 5 ft., one target. *Hit* 18 (3d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, Reach 5 ft., one target. *Hit* 15 (3d6 + 5) slashing damage.

Water Globule. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 14 (4d6) acid damage and the target must succeed on a DC 19 Constitution saving throw or become afflicted with waterblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a hit or miss, the 5 foot area below the target is flooded.

Maelstrom. The water in a 40-foot radius around the namielle is pulled towards it and absorbed into its body, increasing the namielle's AC by 3 until the end of its next turn. Each creature in flooded terrain must make a DC 20 Strength saving throw or take 24 (7d6) bludgeoning damage and be pulled 10 feet toward the namielle on a failed save, or half as much damage on a successful one and is not pulled.

Tidal Wave. The namielle conjures up a wave of water that crashes down on an area in front of it. The area can be up to 40 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a DC 20 Dexterity saving throw, taking 24 (7d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Electric Divebomb (Recharge 5-6). The namielle releases a torrent of water from its body, flooding the ground in a 35-foot radius around it. It then rises into the sky while gathering electricity and comes crashing down at its same location causing a massive eruption of water and a shockwave of steam. Each creature within 40 feet of the namielle must make a DC 19 Dexterity saving throw, taking 27 (5d10) fire damage on a failed save, or half as much damage on a successful one. If the creature is within 15 feet of the namielle, it takes an extra 16 (3d10) lightning damage.

Spellcasting. The namielle casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *create or destroy water, control water, wall of water*

Legendary Actions

The namielle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The namielle regains spent legendary actions at the start of its turn.

Attack. The namielle makes one Bite attack or one Water Globule attack.

Water Beam (Costs 2 Actions). The namielle exhales a torrent of water in a 90-foot cone, flooding the area. Each creature in that area must make a DC 19 Dexterity saving throw, taking 17 (5d6) acid damage and be afflicted with waterblight on a failed save, or half as much damage and not afflicted with waterblight on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Electric Current (Costs 3 Actions). The namielle touches the tip of its wing to a flooded space within 10 feet of it, sending an electric current coursing through it. This current travels through each connected flooded space creating an explosion of steam in each space. Each creature in those spaces must make a DC 19 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one. Spaces affected by this ability then lose the flooded status.

Tempered Namielle

Challenge Rating 19 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	T.Namielle Finehide	(A,W)
9-12	T.Namielle Hardclaw	(A,W)
13-14	T.Namielle Whisker	(A,W)
15-17	T.Namielle Fellwing	(A,W)
18-19	T.Namielle Lash	(A,W)
20	T.Namielle Mantle	(A,W)

ARMOR MATERIAL EFFECTS

T.Namielle Finehide
Tool Specialist. While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

T.Namielle Hardclaw
Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

T.Namielle Whisker
Constitution. The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

T.Namielle Fellwing
Stamina Surge+2. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

T.Namielle Lash
This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. While you wear it, you can use an action and expend 1 rune to cause the armor to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the armor sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the armor's power is activated must succeed

on a DC 15 Wisdom saving throw or become stunned until the effect ends.

T.Namielle Mantle
While wearing this armor you have resistance to acid damage and lightning damage.

WEAPON MATERIAL EFFECTS

T.Namielle Finehide
While attuned to this weapon, you can use an action to cast the *levitate* spell on yourself at will.

T.Namielle Hardclaw
While you are attuned to this weapon you can use a bonus action to cast the *dancing lights* cantrip at will.

T.Namielle Whisker
When you critically hit with this weapon, the target can't take reactions until the start of its next turn.

T.Namielle Fellwing
When you finish a short or long rest you choose a damage type. This damage type can be either cold or lightning damage. A creature hit by this weapon takes an extra 1d8 of the chosen damage type.

T.Namielle Lash *(Spellcaster Only)*
This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *shape water* (1 rune), *create or destroy water* (1 rune), *fog cloud* (1 rune), *call lightning* (3 runes), *tidal wave* (3 runes) or *control water* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

T.Namielle Mantle
You gain a + 2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals cold or lightning damage.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Archtempered Namielle

Huge dragon (elder), Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 325 (26d12 + 156)
Speed 40 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	24 (+7)	16 (+3)	15 (+2)

Saving Throws Dex +11, Con +13, Cha +9
Skills Athletics +14, Perception +10
Damage Resistances cold
Damage Immunities acid, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, stunned, unconscious

- **Senses** darkvision 120 ft., passive Perception 20
- **Languages** Aquan, Draconic
- **Challenge** 24 (62,000 XP) **Proficiency** +7

Amphibious. The namielle can breathe air and water.

Flooded. Any space that has been flooded by one of namielle's actions is filled with four to five feet of water, and it is difficult terrain for any creature without an innate or magical swimming speed. The flooded areas remain flooded for 24 hours, until the namielle absorbs the water, or until it is turned to steam.

Legendary Resistance (3/Day). If the namielle fails a saving throw, it can choose to succeed instead.

Magic Resistance. The namielle has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The namielle makes one Bite attack and two Claw attacks, or it makes three Water Globule attacks.

Bite. *Melee Weapon Attack:* +14 to hit, Reach 5 ft., one target. *Hit* 20 (3d8 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, Reach 5 ft., one target. *Hit* 17 (3d6 + 7) slashing damage.

Water Globule. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 17 (5d6) acid damage and the target must succeed on a DC 21 Constitution saving throw or become afflicted with waterblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a hit or miss, the 5 foot area below the target is flooded.

Maelstrom. The water in a 45-foot radius around the namielle is pulled towards it and absorbed into its body, increasing the namielle's AC by 4 until the end of its next turn. Each creature in flooded terrain must make a DC 22 Strength saving throw or take 31 (9d6) bludgeoning damage and be pulled 15 feet toward the namielle on a failed save, or half as much damage on a successful one and is not pulled.

Tidal Wave. The namielle conjures up a wave of water that crashes down on an area in front of it. The area can be up to 45 feet long, up to 15 feet wide, and up to 10 feet tall. Each creature in that area must make a DC 22 Dexterity saving throw, taking 31 (9d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Electric Divebomb (Recharge 5-6). The namielle releases a torrent of water from its body, flooding the ground in a 40-foot radius around it. It then rises into the sky while gathering electricity and comes crashing down at its same location causing a massive eruption of water and a shockwave of steam. Each creature within 40 feet of the namielle must make a DC 21 Dexterity saving throw, taking 38 (7d10) fire damage on a failed save, or half as much damage on a successful one. If the creature is within 20 feet of the namielle, it takes an extra 22 (4d10) lightning damage.

Spellcasting. The namielle casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 22):

At will: *create or destroy water, control water, wall of water*

Legendary Actions

The namielle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The namielle regains spent legendary actions at the start of its turn.

Attack. The namielle makes one Bite attack or one Water Globule attack.

Water Beam (Costs 2 Actions). The namielle exhales a torrent of water in a 90-foot cone, flooding the area. Each creature in that area must make a DC 21 Dexterity saving throw, taking 35 (10d6) acid damage and be afflicted with waterblight on a failed save, or half as much damage and not afflicted with waterblight on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Electric Current (Costs 3 Actions). The namielle touches the tip of its wing to a flooded space within 10 feet of it, sending an electric current coursing through it. This current travels through each connected flooded space creating an explosion of steam in each space. Each creature in those spaces must make a DC 21 Dexterity saving throw, taking 21 (6d6) fire damage plus 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one. Spaces affected by this ability then lose the flooded status.

Archtempered Namielle

Challenge Rating 24 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood X2	(O)
3-4	Elder Dragon Bone X2	(O)
5-8	AT.Namielle Finehide	(A,W)
9-12	AT.Namielle Hardclaw	(A,W)
13-14	AT.Namielle Whisker	(A,W)
15-17	AT.Namielle Fellwing	(A,W)
18-19	AT.Namielle Lash	(A,W)
20	AT.Namielle Mantle	(A,W)

ARMOR MATERIAL EFFECTS

AT.Namielle Finehide
Tool Specialist. While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

AT.Namielle Hardclaw
Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

AT.Namielle Whisker
Constitution. The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

AT.Namielle Fellwing
Stamina Surge+3. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so.

AT.Namielle Lash
This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. While you wear it, you can use an action and expend 1 rune to cause the armor to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the armor's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

AT.Namielle Mantle
While wearing this armor You are immune to acid damage and resistance lightning damage.

WEAPON MATERIAL EFFECTS

AT.Namielle Finehide
While attuned to this weapon, you can use an action to cast the *levitate* spell on yourself or a bonus action to cast the *dancing lights* cantrip at will.

AT.Namielle Hardclaw
When you critically hit with this weapon, the target can't take reactions until the start of its next turn.

AT.Namielle Whisker
While you are attuned to this weapon, your cold and lightning spells bypass a creature's damage resistance.

AT.Namielle Fellwing
When you finish a short or long rest you choose a damage type. This damage type can be either cold or lightning damage. A creature hit by this weapon takes an extra 1d10 of the chosen damage type.

AT.Namielle Lash *(Spellcaster Only)*
This weapon has 12 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *shape water* (1 rune), *create or destroy water* (1 rune), *fog cloud* (1 rune), *call lightning* (3 runes), *tidal wave* (3 runes), *control water* (4 runes), or *chain lightning* (6 runes). The weapon regains 1d8 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

AT.Namielle Mantle
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals cold or lightning damage.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Nergigante

Like most other Elder Dragons, Nergigante possesses six limbs; four legs and two wings. On its head are two large horns resembling a bull. Though it is classified as an Elder Dragon, the Nergigante isn't known to cause any natural disasters, but its sudden appearance is enough to scare off other species, which can cause them to invade other areas.

Covering Nergigante's head, arms, tail, and wings are small spikes. These spikes are believed to be made of a material similar to enamel and can break in a number of ways, though they mostly break from the sheer force of Nergigante's attacks. Unlike other Elder Dragons, Nergigante uses brute strength to take on its prey.

Nergigante also have extreme regenerative abilities that allow it to regrow lost spikes in mere seconds. Researchers theorize that this regenerative process starts when its spikes have taken a certain amount of damage, and it is said that it can regrow them an infinite number of times. It also seems to have the ability to sense highly pure bioenergy.

Nergigante doesn't have a gender and reproduces asexually. It needs large quantities of bioenergy to propagate. When Nergigante regenerates its spikes, some of them may gain the bioenergy it has used and begin to produce germ cells, allowing Nergigante to produce another of its kind without the need of a mate. Since Nergigante needs more bioenergy than usual to produce the next generation, it needs to find a food source with incredible strength. Interestingly, the offspring are genetically identical to their parent.

Nergigante

Huge dragon (elder), Chaotic Evil

Armor Class 21 (natural armor)
Hit Points 262 (21d12 + 126)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Str +14, Dex +9, Wis +11
Damage Resistances acid, cold, fire, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, petrified
Senses darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 23 (50,000 XP) **Proficiency** +7

Legendary Resistance (3/Day). If the nergigante fails a saving throw, it can choose to succeed instead.

Magic Resistance. The nergigante has advantage on saving throws against spells and other magical effects.

Spiked Regrowth. The nergigante has spikes covering its body, granting it +2 bonus to its AC. These spikes regrow at the start of the nergigante's turn.

Actions

Multiattack. The nergigante can use its frightful presence. It then makes one Bite attack, one Horn attack, and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Claw. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Horn. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Wing. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Dragon Eater. The nergigante feeds on the corpse of a dragon. A large or smaller dragon is consumed whole, while the nergigante can feed on a Huge or bigger dragon for up to 30 seconds. Each round the Nergigante feeds on a dragon, it regains a number of hit points equal to the dragon's Challenge Rating.

Frightful Presence. Each creature of the nergigante's choice that is within 120 feet of the nergigante and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nergigante's Frightful Presence for the next 24 hours.

Meteor Crash (Recharge 5-6). The nergigante leaps into the air using its wings to hover briefly before it comes crashing down in a 15-foot square area within 60 feet of it. Each creature in that area must make a DC 22 Dexterity saving throw, taking 59 (17d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Reactions

Spiked Explosion. While the nergigante has spikes covering its body, it can use this special reaction immediately after it uses an action or legendary action, causing the spikes on its body to burst outward, removing the AC bonus it receives from its Spiked Regrowth. Each creature within 30 feet of the nergigante must make a DC 22 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save or half as much damage on a successful one. Using this reaction, does not consume the nergigante's reaction for this round.

Legendary Actions

The nergigante can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nergigante regains spent legendary actions at the start of its turn.

Move. The nergigante moves up to its speed without provoking opportunity attacks.

Wing Attack. The nergigante makes a Wing attack.

Trample (Costs 2 Actions). The nergigante moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the nergigante moves through must succeed on a DC 22 Dexterity saving throw or take 29 (4d10 + 7) bludgeoning damage and be knocked prone.

Nergigante

Challenge Rating 23 **Carves** 6

Carve Chance	Material	Slots
1-3	Elder Dragon Bone	(O)
4-5	Elder Dragon Blood	(O)
6-9	Nergigante Regrowth Plate	(A,W)
10-12	Nergigante Carapace	(A,W)
13-15	Nergigante Talon	(A,W)
16-17	Nergigante Tail	(A,W)
18-19	Immortal Dragonscale	(A,W)
20	Nergigante Gem	(A,W)

ARMOR MATERIAL EFFECTS

Nergigante Regrowth Plate
While wearing this armor, you regain 1d6 Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the armor causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Nergigante Carapace
Stamina Surge+3. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so.

Nergigante Talon
When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to deal 2d4 piercing damage to them. This damage bypasses resistance and immunity, and can't be reduced or avoided by any means.

Nergigante Tail
While wearing this armor, any critical hit against you becomes a normal hit.

Immortal Dragonscale
You have resistance to fire and cold damage while you wear this armor.

Nergigante Gem
While wearing this armor, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

WEAPON MATERIAL EFFECTS

Nergigante Regrowth Plate
Maximum Might. While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

Nergigante Carapace *(Bow Only)*
As a bonus action you can grow a black spike from the palm of your hand and nock it to your bow. A creature hit by this spike suffers normal weapon damage and the spike lodges itself into the creature. A creature's speed is reduced by 5 feet for every spike impaled into it. If the target or a creature within 5 feet of it uses an action to pull out the spikes, or if some other effect removes them, the creature's movement speed returns to normal.

You are able to grow up to 10 black spikes. You are unable to grow anymore until you finish a long rest.

Nergigante Talon
Your weapon deals an extra 1d10 force damage.

Nergigante Tail
When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a construct or an Undead. You gain temporary hit points equal to the extra damage dealt.

Immortal Dragonscale
Your weapon deals an extra 2d6 force damage.

Nergigante Gem
The first time you attack with this weapon on each of your turns, you can transfer some or all of the weapon's bonus to your armor class, instead of using the bonus on any attacks that turn. For example you could reduce the bonus to your attack and damage rolls by 2 to gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Ruiner Nergigante

Ruiner Nergigante is built similarly to Nergigante, albeit with darker scale and carapace. The variant's defining feature are the metallic spikes that grow in between their regular bone spikes on its forelimbs, nape, and wings. These spikes are much tougher and make deadlier weapons compared to the normal ones, increasing its spike explosion radius and causing a bleeding effect.

Ruiner Nergigante

Huge dragon (elder), Chaotic Evil

Armor Class 23 (natural armor)
Hit Points 462 (28d12 + 280)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	30 (+10)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Str +16, Dex +11, Wis +13, Cha +12
Damage Resistances lightning
Damage Immunities acid, cold, fire; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, petrified, stunned
Senses darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 30 (155,000 XP) **Proficiency** +9

Legendary Resistance (4/Day). If the nergigante fails a saving throw, it can choose to succeed instead.

Magic Resistance. The nergigante has advantage on saving throws against spells and other magical effects.

Spiked Explosion. Immediately after the nergigante uses an action or legendary action, it causes the spikes on its body to explode outward. Each creature within 40 feet of the nergigante must make a DC 24 Dexterity saving throw, taking 10 (3d6) piercing damage and begin to bleed from a vicious wound on a failed save or half as much damage and do not bleed on a successful one.

A creature suffering from a vicious wound loses 4 (1d8) hit points at the start of each of its turns. Each time the creature suffers from another vicious wound, the damage dealt by the wound increases by 4 (1d8). Any creature can take an action to stanch the wound with a successful DC 18 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Spiked Regrowth. The nergigante has spikes covering its body. When used, broken, or removed in any way the spikes regrow instantly.

Actions

Multiattack. The nergigante can use its frightful presence. It then makes one Bite attack, one Horn attack, and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Claw. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Horn. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Wing. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Dragon Eater. The nergigante feeds on the corpse of a dragon. A large or smaller dragon is consumed whole, while the nergigante can feed on a Huge or bigger dragon for up to 30 seconds. Each round the Nergigante feeds on a dragon, it regains a number of hit points equal to the dragon's Challenge Rating.

Frightful Presence. Each creature of the nergigante's choice that is within 120 feet of the nergigante and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nergigante's Frightful Presence for the next 24 hours.

Meteor Crash (Recharge 5-6). The nergigante leaps into the air using its wings to hover briefly before it comes crashing down in a 15-foot square area within 90 feet of it. Each creature in that area must make a DC 24 Dexterity saving throw, taking 80 (23d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The nergigante can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nergigante regains spent legendary actions at the start of its turn.

Hunger. The nergigante uses its dragon eater, but only heals for half the amount it normally would.

Wing Attack. The nergigante makes a wing attack.

Trample (Costs 2 Actions). The nergigante moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the nergigante moves through must succeed on a DC 24 Dexterity saving throw or take 32 (4d10 + 7) bludgeoning damage and be knocked prone.

Ruiner Nergigante

Challenge Rating 30 **Carves** 6

Carve Chance	Material	Slots
1-3	Elder Dragon Bone x2	(O)
4-5	Elder Dragon Blood x2	(O)
6-9	Eternal Regrowth Plate	(A,W)
10-12	Nergigante Cortex	(A,W)
13-15	Nergigante Hardclaw	(A,W)
16-17	Nergigante Flail	(A,W)
18-19	Immortal Shard	(A,W)
20	Annihilating Greathorn	(A,W)

ARMOR MATERIAL EFFECTS

Eternal Regrowth Plate

While wearing this armor, you regain 1d6 Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the armor causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Nergigante Cortex

Stamina Surge+3. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so.

Nergigante Hardclaw

When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to deal 3d4 piercing damage to them. This damage bypasses resistance and immunity, and can't be reduced or avoided by any means.

Nergigante Flail

While wearing this armor, any critical hit against you becomes a normal hit.

Immortal Shard

You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this property is used, it can't be used again until the next dawn.

Annihilating Greathorn

While wearing this armor, you gain a +3 bonus to AC, you are immune to fire damage, and you can understand and speak Draconic. In addition, you can stand on and walk across molten rock as if it were solid ground.

WEAPON MATERIAL EFFECTS

Eternal Regrowth Plate

Maximum Might. While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

Nergigante Cortex *(Bow Only)*

As a bonus action you can grow a black spike from the palm of your hand and nock it to your bow. A creature hit by this spike suffers normal weapon damage and the spike lodges itself into the creature. A creature's speed is reduced by 10 feet for every spike impaled into it. If the target or a creature within 5 feet of it uses an action to pull out the spikes, or if some other effect removes them, the creature's movement speed returns to normal.

You are able to grow up to 10 black spikes. You are unable to grow anymore until you finish a long rest.

Nergigante Hardclaw

Your weapon deals an extra 2d6 force damage.

Nergigante Flail

When you attack a creature with this weapon and roll a 20 on the attack roll, that target also has the *dispel magic* spell cast on them at 5th level.

Immortal Shard

Your weapon deals an extra 2d8 force damage.

Annihilating Greathorn

While you are attuned to this weapon, your strength score changes to 29. If your Strength is already equal to or greater than the weapon's score, the item has no effect on you.

OTHER MATERIAL EFFECTS

Elder Dragon Blood

Any rarity weapon upgrade material.

Elder Dragon Bone

Any rarity armor upgrade material.

Safi'jiiva

Gargantuan dragon (elder), unaligned

Armor Class 24 (natural armor)
Hit Points 451 (22d20 + 220)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	30 (+10)	18 (+4)	24 (+7)	16 (+3)

Saving Throws Dex +10, Int +13, Wis +16, Cha +12
Skills Perception +16
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities force
Condition Immunities charmed, frightened, paralyzed, stunned
Senses truesight 120 ft., passive Perception 26
Languages —
Challenge 29 (135,000 XP) **Proficiency** +9

Legendary Resistance (3/Day). If the safi'jiiva fails a saving throw, it can choose to succeed instead.

Magic Resistance. The safi'jiiva has advantage on saving throws against spells and other magical effects.

Suppressed Power. The safi'jiiva is unable to use its sapphire star while it is above half of its maximum hit points (225).

Actions

Multiattack. The safi'jiiva can use its Frightful Presence. It then makes three Bite attacks and two Claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 18) . Until this grapple ends, the target is restrained, and the safi'jiiva can't bite another target.

Claw. *Melee Weapon Attack.* +17 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Tail. *Melee Weapon Attack.* +17 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Frightful Presence. Each creature of the safi'jiiva's choice that is within 120 feet of the safi'jiiva and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the safi'jiiva's Frightful Presence for the next 24 hours.

Siphon Energy. While on the ground, the safi'jiiva siphons the energy from the earth, regaining 70 hit points.

Cone of Flames (Recharge 5-6). The safi'jiiva exhales a beam of blue flames that arcs across a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Sapphire Star (1/day). The safi'jiiva rises 40 feet into the air, without provoking opportunity attacks, before releasing a gout of blue flames below it until the start of its next turn. The flames cover the ground in a 45-foot radius around the safi'jiiva. Each creature that starts its turn in the flames or enters them for the first time on a turn must make a DC 27 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save or half as much damage on a successful one.

On the safi'jiiva's next turn but before it moves, it can use its action to release a bead of concentrated magical force that slowly falls to the ground to a point directly below it. Upon impact at the end of the safi'jiiva's turn, the bead explodes and each creature in a 60-radius of that point must make a DC 27 Dexterity saving throw, taking 56 (16d6) fire damage plus 56 (16d6) force damage on a failed save, or half as much damage on a successful one.

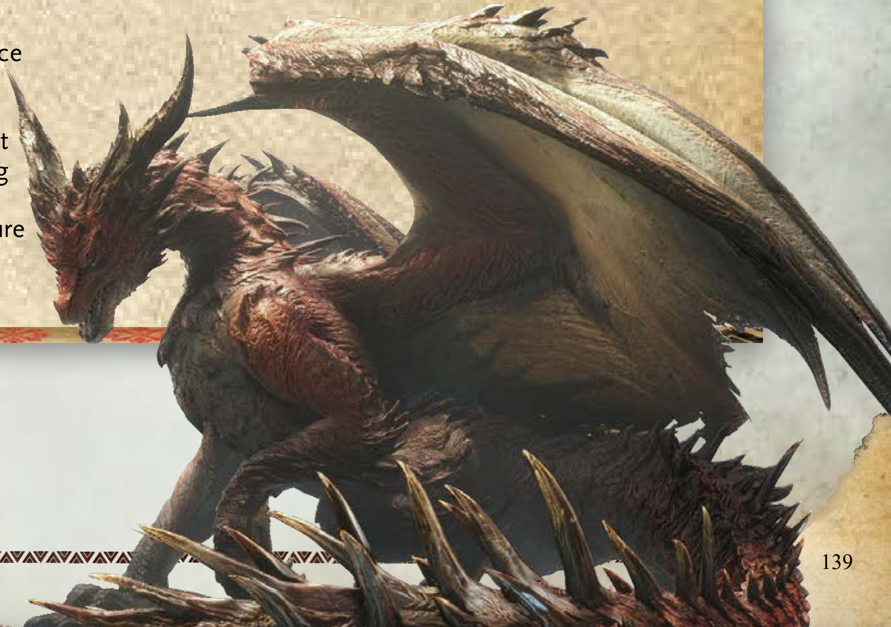
Legendary Actions

The safi'jiiva can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The safi'jiiva regains spent legendary actions at the start of its turn.

Detect. The safi'jiiva makes a Wisdom (Perception) check.

Tail Attack. The safi'jiiva makes a Tail attack.

Blue Flame Breath (Costs 2 Actions). The safi'jiiva exhales a burst of blue flames in a 120-foot line that is 10 feet wide. Each creature in a line must make a DC 27 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one. A creature grappled by the safi'jiiva's Bite attack automatically fails its saving throw and is pushed 30 feet away and knocked prone.



Safi'jiiva

Challenge Rating 29 **Carves** 9

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Safi'jiiva Shard	(A,W)
9-11	Safi'jiiva Cortex	(A,W)
12-13	Safi'jiiva Hardclaw	(W)
14-15	Safi'jiiva HardHorn	(A,W)
16	Safi'jiiva Lash	(A,W)
17-18	Safi'jiiva Fellwing	(A,W)
19	Pulsing Dragonshell	(A,W)
20	Zionium Crystal	(A,W)

ARMOR MATERIAL EFFECTS

Safi'jiiva Shard
Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

Safi'jiiva Cortex
Evade Window+. This armor has 5 runes, and it regains 1d5 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Safi'jiiva HardHorn
While wearing this armor you have advantage on saving throws against spells and other magical effects.

Safi'jiiva Lash
While you wear this armor it casts bright light in a 20-foot radius and dim light for an additional 20 feet. Additionally you and friendly creatures standing within this bright light have advantage on saving throws to resist becoming charmed or frightened.

Safi'jiiva Fellwing
While you're wearing this armor, you can speak its command word as an action to gain the effect of the *etherealness* spell, which lasts for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

Pulsing Dragonshell
You are immune to fire damage, and resistance to cold and lightning damage while you wear this armor.

Zionium Crystal
While you are wearing this armor you gain the following benefits:

- You regain consciousness on a roll of 19 or 20 on death saving throws.
- You can cast the *regenerate* spell from it, but only target yourself. Once you use this property, you can't use it again until the next dawn.

WEAPON MATERIAL EFFECTS

Safi'jiiva Shard
Maximum Might. While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

Safi'jiiva Cortex
Critical Boost+. You can roll two additional weapon damage dice when determining the extra damage for a critical hit with a weapon attack.

Safi'jiiva Hardclaw
Your weapon and other material effects in it ignore resistance to fire damage.

Safi'jiiva HardHorn
Your weapon deals an extra 2d6 fire damage.

Safi'jiiva Lash
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Safi'jiiva Fellwing
While you are attuned to this weapon you add a d8 to your initiative at the start of every combat. Additionally this weapon has one rune. You can expend this rune at the start of combat to become first in the initiative order, no matter your roll. You regain the rune after 24 hours, but once before you regain the use of this feature, at the start of another combat, the DM can make you last in the initiative order.

Pulsing Dragonshell
Dragonvein Awakening. This material cannot be placed in a trinket. When placed in a weapon it gains the following benefits:

- Your weapon deals an extra 1d6 fire damage
- When a creature must make a saving throw against a spell, weapon effect, or other abilities that inflicts a condition, the save DC is increased by 2.
- Your weapon attacks critical hit range is increased by 1.

Zionium Crystal
True Dragonvein Awakening. This material cannot be placed in a trinket. When placed in a weapon it gains the following benefits:

- Your weapon deals an extra 1d8 fire damage
- When a creature must make a saving throw against a spell, weapon effect, or other abilities that inflict a condition, it does so at disadvantage.
- Your weapon attacks critical hit range is increased by 2.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Shara Ishvalda

Shara Ishvalda is a large dragon which can found in two different forms. It will initially take on an appearance covered in rocks, sand, and other minerals. This gives it a very bulky shape, and the form of its head is impossible to make out. Most distinctively, instead of wings, it has adapted its appendages into a four-fingered hand-like structure.

In its true form, exposed from underneath the shell, it is a lithe and athletic creature, and boasts a variety of bright colors, mainly yellows, purples, and white. Its face bears two large, forward-facing eyes, and crests around its head make the shape of a crown. The distinct arms are well-muscled, and the fingers are shown to be spindly and misshapen, bearing specialized tips for sound production. Spikes, markings, plates and indentations run along its neck, back, sides, and limbs, some invoking skeletal structures such as a ribcage. The tail ends in a entwining series of snaking structures, failing to form any one tip.

Shara Ishvalda can manipulate the earth using its innate ability to control vibration. Using vibrations from its wingtips, it can break down and reshape solid ground around it, forming quicksands which hunters will struggle to move in, but allows it to move around without issue. It can also direct these vibrations as direct attacks against hunters, combining their energy into powerful aimed rays. For its most powerful attack, it digs underground, churning up all the land around it, before reappearing, kicking up all the sand, and combining its vibration-energy into a large sphere which it then sends down, creating a huge explosion. Beyond the vibrations, it will use its wingtips to swat at the hunter directly. In its initial, rock-covered state, it will burrow partially into the ground and attack the hunter while sending out waves of energy.

Shara Ishvalda prefers to rest underground until disturbed. When awakened, it will attempt to ward off its aggressor while in a heavily defended, rock-covered state, performing less aggressive attacks to fend off foes. If this outer hide is destroyed, it instantly becomes hyper-aggressive. In this state, Shara Ishvalda will focus its full power towards destroying direct threats. It does not give up a fight easily, choosing to try and attack one last time after being nearly killed as opposed to retreating back underground.

Lair Actions

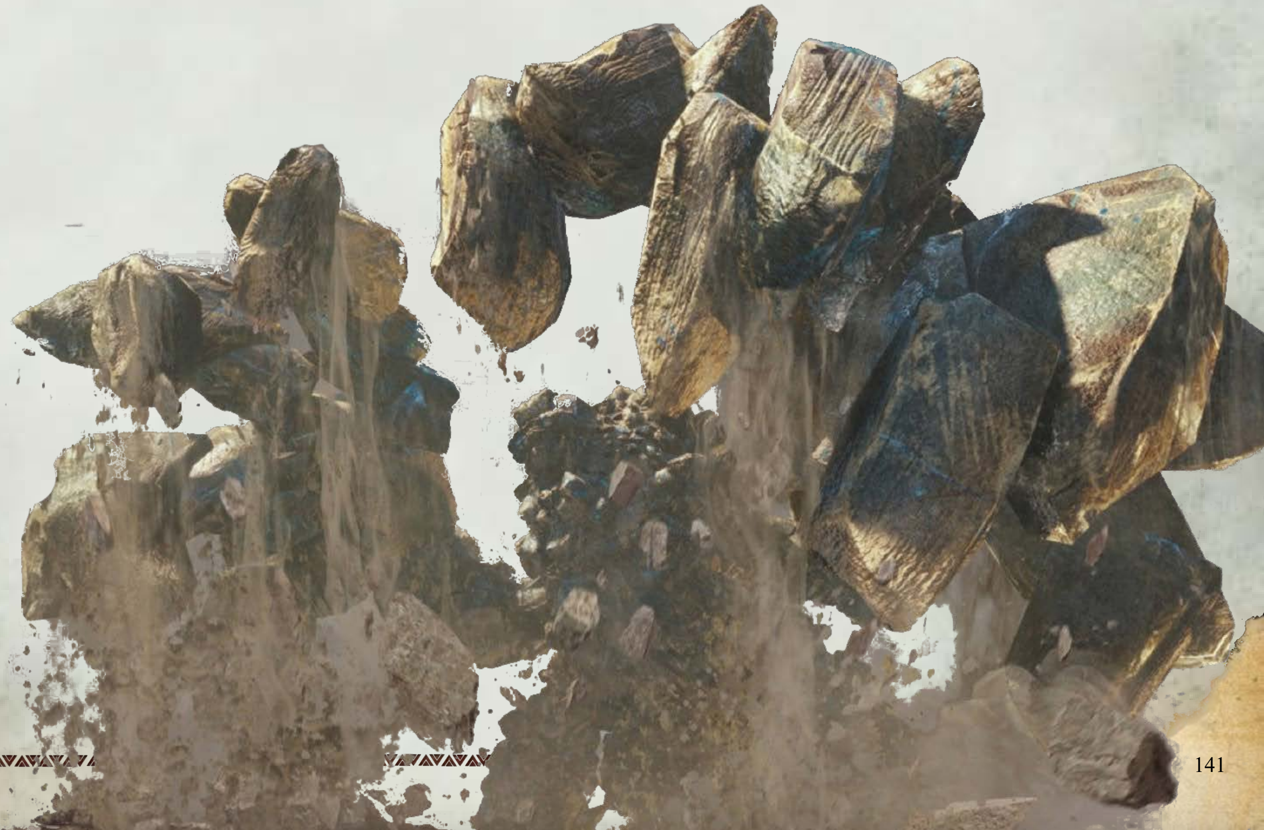
On initiative count 20 (losing initiative ties), the shara ishvalda takes a lair action to cause one of the following effects:

- The shara ishvalda sends vibrations through the ground creating quicksand pits *(DMG p.110)* at five points it can see within 120 feet of it. Each quicksand pit covers a 10-foot-square area and is 10 feet deep and lasts for 1 minute or until the shara ishvalda uses this lair action again. When it ends, the area then becomes difficult terrain and any creature in the sand no longer sinks, but is still restrained by the sand.
- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the shara ishvalda can see within 120 feet of it. The cloud spreads around corners. Each creature in it must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- A tremor shakes the lair in a 60-foot radius around the shara ishvalda. Each creature other than the shara ishvalda on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Regional Effects

The region containing a shara ishvalda's lair is warped by the it's magic, which creates one or more of the following effects:

- Small earthquakes are common within 6 miles of the shara ishvalda's lair.
- As the shara ishvalda moves through the area, a song that plays through the ground can be heard within 1 mile of it. Beasts and dragons that hear this song become extremely aggressive.
- The shara ishvalda creates a disturbance in the ecosystem within its region. Because of this, creatures appear in the area that are not commonly seen (elder dragons, fiends, monstrosities, powerful beasts, etc).



Shara Ishvalda (Shell)

Shara Ishvalda (Shell)

Gargantuan dragon (elder), unaligned

Armor Class 25 (natural armor)
Hit Points 388 (21d20 + 168)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	26 (+8)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Str + 16, Dex +7, Con +16
Skills Perception +10
Damage Resistances fire, necrotic, piercing, slashing, thunder
Damage Immunities lightning
Condition Immunities charmed, frightened, restrained, unconscious
Senses tremorsense 60 ft., truesight 120 ft., passive Perception 20
Languages Draconic, Terran
Challenge 25 (75,000 XP) **Proficiency** +8

Breakaway. When the shara ishvalda (shell) reaches 0 hit points it breaks away revealing the *shara ishvalda (true form).*

Immutable Form. The shara ishvalda is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the shara ishvalda fails a saving throw, it can choose to succeed instead.

Magic Resistance. The shara ishvalda has advantage on saving throws against spells and other magical effects.

Soft Rock. The shara ishvalda is vulnerable to bludgeoning while it is prone.

Sturdy. The shara ishvalda has advantage on saving throws against being paralyzed or stunned.

Actions

Multiattack. The shara ishvalda can use its frightful presence. It then makes two attacks one Stomp attack and one Wing attack.

Stomp. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Wing. *Melee Weapon Attack.* +16 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage and the target is pulled to an unoccupied space within 5 feet of the shara ishvalda.

Crush. The shara ishvalda jumps 20 feet straight up into the air as part of its movement. While in the air it spreads its wings out, each covering a 20-foot-square area. The shara ishvalda then comes crashing down to the ground, landing prone. Each creature in the shara ishvalda's space (including its the area the wings covered) or within 5 feet of it must make a DC 24 Strength or Dexterity saving throw (target's choice) or be knocked prone and takes 49 (9d10) bludgeoning damage on a failed save. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the shara ishvalda's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the shara ishvalda's space.

Frightful Presence. Each creature of the shara ishvalda choice that is within 120 feet of the shara ishvalda and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shara ishvalda's Frightful Presence for the next 24 hours.

Legendary Actions

The shara ishvalda can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shara ishvalda regains spent legendary actions at the start of its turn.

Attack. The shara ishvalda makes a Wing attack.

Bulldoze (Costs 2 Actions). The shara ishvalda digs the tip of its wings into the ground, creating a 20-foot tall, 60-foot wide wall with its body and wings. It then moves up to its speed without provoking opportunity attacks. Each creature the shara ishvalda moves through must succeed on a DC 24 Strength or Dexterity saving throw (target's choice) or take 26 (4d8 + 8) bludgeoning damage and be knocked prone.

Piercing Roar (Costs 3 Actions). The shara ishvalda lets out an ear shattering roar. Each creature that is within 20 feet of the shara ishvalda must succeed on a DC 24 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Shara Ishvalda (True Form)

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 455 (26d20 + 182)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	24 (+7)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Str + 16, Dex +10, Con +16
Skills Perception +10
Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, thunder
Condition Immunities charmed, frightened, restrained, unconscious
Senses tremorsense 60 ft., truesight 120 ft., passive Perception 20
Languages Draconic, Terran
Challenge 26 (90,000 XP) **Proficiency** +8

Legendary Resistance (3/Day). If the shara ishvalda fails a saving throw, it can choose to succeed instead.

Magic Resistance. The shara ishvalda has advantage on saving throws against spells and other magical effects.

Sturdy. The shara ishvalda has advantage on saving throws against being paralyzed or stunned.

Suppressed Power. The shara ishvalda is unable to use its Resonance Bomb while it is above half of its maximum hit points (225).

Actions

Multiattack. The shara ishvalda can use its frightful presence. It then makes three attacks one Bite attack, one Claw attack, and one Tail attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Wing. *Melee Weapon Attack.* +16 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage and the target is pulled to an unoccupied space within 5 feet of the shara ishvalda.

Frightful Presence. Each creature of the shara ishvalda choice that is within 120 feet of the shara ishvalda and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shara ishvalda's Frightful Presence for the next 24 hours.

Sonic Blast (Recharge 5-6). The shara ishvalda focuses its wingtips into a single point, then fires a sonic blast in a 120-foot line that is 15 feet wide and 15 feet high. The shara ishvalda is pushed back 15 feet and each creature in the line must succeed on a DC 23 Dexterity saving throw, taking 54 (12d8) thunder damage on a failed save or half as much damage on a successful one. The ground in the line becomes difficult terrain.

Resonance Bomb (1/day). The shara ishvalda raises its wings above its head. Using the vibration from its wingtips, it creates a massive bomb of swirling sonic waves. The shara ishvalda then throws the bomb, which explodes at a point within 120 feet of it. Each creature in a 60-foot-radius sphere centered on that point must make a DC 23 Constitution saving throw, taking 76 (17d8) thunder damage and be deafened for 1 minute on a failed save, or half as much damage and isn't deafened on a successful one. A creature that is 40 feet or further away from the point of impact makes its save with advantage. A creature that is within 20 feet of the point of impact makes its save with disadvantage.

Legendary Actions

The shara ishvalda can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shara ishvalda regains spent legendary actions at the start of its turn.

Attack. The shara ishvalda makes a Wing attack.

Detect. The shara ishvalda makes a Wisdom (Perception) check.

Wide-Range Sonic Blast (Costs 3 Actions). The shara ishvalda fires sonic blasts from its wingtips, of which three hit the ground at a point within 120 feet of it, causing the ground to become difficult terrain in a 5-foot radius centered on that point. The other five can strike a target the shara ishvalda can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one.

Shara Ishvalda

Challenge Rating 26 **Carves** 6

Carve Chance	Material	Slots
1-2	Elder Dragon Bone x2	(O)
3-4	Elder Dragon Blood x2	(O)
5-8	Shara Ishvalda Tenderscale	(A,W)
9-11	Shara Ishvalda Boulderplate	(A,W)
12-15	Shara Ishvalda Petalstone	(A,W)
16-18	Shara Ishvalda Tenderclaw	(A,W)
19	Shara Ishvalda Tenderplate	(A,W)
20	Shara Ishvalda Gem	(A,W)

ARMOR MATERIAL EFFECTS

Shara Ishvalda Tenderscale
You have resistance to fire damage while you wear this armor.

Shara Ishvalda Boulderplate
Health Boost+. While wearing this armor, your hit point maximum increases by 2 for each character level you have.

Shara Ishvalda Petalstone
Recovery Up+. You regain the maximum number of hit points possible from potions or plants that you consume.

Shara Ishvalda Tenderclaw
While you are wearing this armor, you can use an action to speak its command word to cast the *stoneskin* spell, but only target yourself. Once you use this property, you can't use it again until the next dawn.

Shara Ishvalda Tenderplate
Defense Boost (Lightning). While wearing this armor, you gain a +1 bonus to AC, you are immune to lightning damage.

Shara Ishvalda Gem
Shara Divinity. For each shara ishvalda material you have in your armor, trinkets, and weapons that you are attuned to, including this material, you gain the following armor properties from the list below:

# of materials	Name	Material with the Effect
1+	*Wind Proof*	*Miralis Fireback*
2+	*Earplugs*	*Najarala Hide*
3+	*Tremor-Proof*	*Radobaan Oilshell*
4+	*Flinch Free*	*Xeno'jiiva Shell*

WEAPON MATERIAL EFFECTS

Shara Ishvalda Tenderscale
Partbreaker+3. You deal an extra 1d10 damage when you critically hit with this weapon.

Shara Ishvalda Boulderplate
Critical Boost+. You can roll two additional weapon damage dice when determining the extra damage for a critical hit with a weapon attack.

Shara Ishvalda Petalstone
While you are attuned to this weapon you can use an action and point your finger at a target to cast the *finger of death* spell, but the spell deals thunder damage instead of force. Once you use this property, you can't use it again until the next dawn.

Shara Ishvalda Tenderclaw
Coalescence. Whenever you succeed on a saving throw to end a condition, you gain a +1 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d4 cold, fire, or lightning damage (your choice) until the end of your next turn.

Shara Ishvalda Tenderplate
Your weapon deals an extra 2d6 thunder damage.

Shara Ishvalda Gem *(Spellcaster Only)*
This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *thunder wave* (1 rune), *shatter* (2 runes), *meld into stone* (3 runes), *thunder step* (3 runes), *stone shape* (4 runes).

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune, roll a d20. On a 1. the weapon cannot regain any runes for 1 week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Teostra

Teostra is a dragon with leonine features and a fiery coloration. It has a grand mane, large fangs, and a pair of horns that curve backward. Its wings are covered in fur. Teostra is the male counterpart to Lunastra. Being predatory, Elder Dragons Teostra are powerful top predators and are easily capable of killing weaker animals such as Aptonoth, Conga, Bulldrome, Iodrome, Apceros, and Cephadrome. Armed with razor sharp claws and flesh ripping teeth these Elder Dragons make short work of prey and smaller predators.

Possessing mastery over flame, there are few creatures that can hope to last against Teostra for long. To defend itself, the Teostra also utilizes a heat shield which damages enemies that get too close. To keep its flame powers going, they consume coal in volcanic environments. It also has detachable wing scales or powder that explode when ignited from a spark made when Teostra bites. It uses these to defend itself from attackers, although they give little protection against enemies with resilience to extreme heat such as Akantor or Lavasioth.

Teostra can even use the powder for many close range attacks but more skilled Teostra have learnt to use the powder at long range. When Teostra is angry, it will fly into the air and ignite the powder all at once. When the powder is all ignited, Teostra will be covered in a large burst of fire, that is sometimes referred to as the Supernova.

Some extremely rare individuals have more control over their flaming powers than most. They have a different appearance also including more yellow wing webbing, a more reddish mane, red claws, orange tail end and golden eyes. New flame techniques include leaving pockets of explosive powder across the area in the air as it fights and setting them all a flame at will.

Teostra are a very aggressive monster. It will show dominance to anything that it encounters. Compared to Lunastra, who give warnings to get out of its territory, Teostra will ruthlessly attack intruders until they are dead. As one of the most aggressive Elder Dragons, Teostra are highly feared. It is not advised to go out into the Desert, Volcano, Swamp, or Tower when pairing with Lunastra, as the prospect of fighting both Lunastra and Teostra together is often considered suicidal.

A Teostra's Lair

Teostra's lair in high mountains or volcanoes, dwelling in caverns underground in the desert, or within the deep halls of abandoned mines and dwarven strongholds. Caves with volcanic or geothermal activity are the most highly prized teostra's lair, creating hazards that hinder intruders and letting searing heat and volcanic gases wash over a teostra as it sleeps. On rare occasions they can be seen living in more temperate areas such as a swamp or ancient forest, changing the area around it to suit its needs.

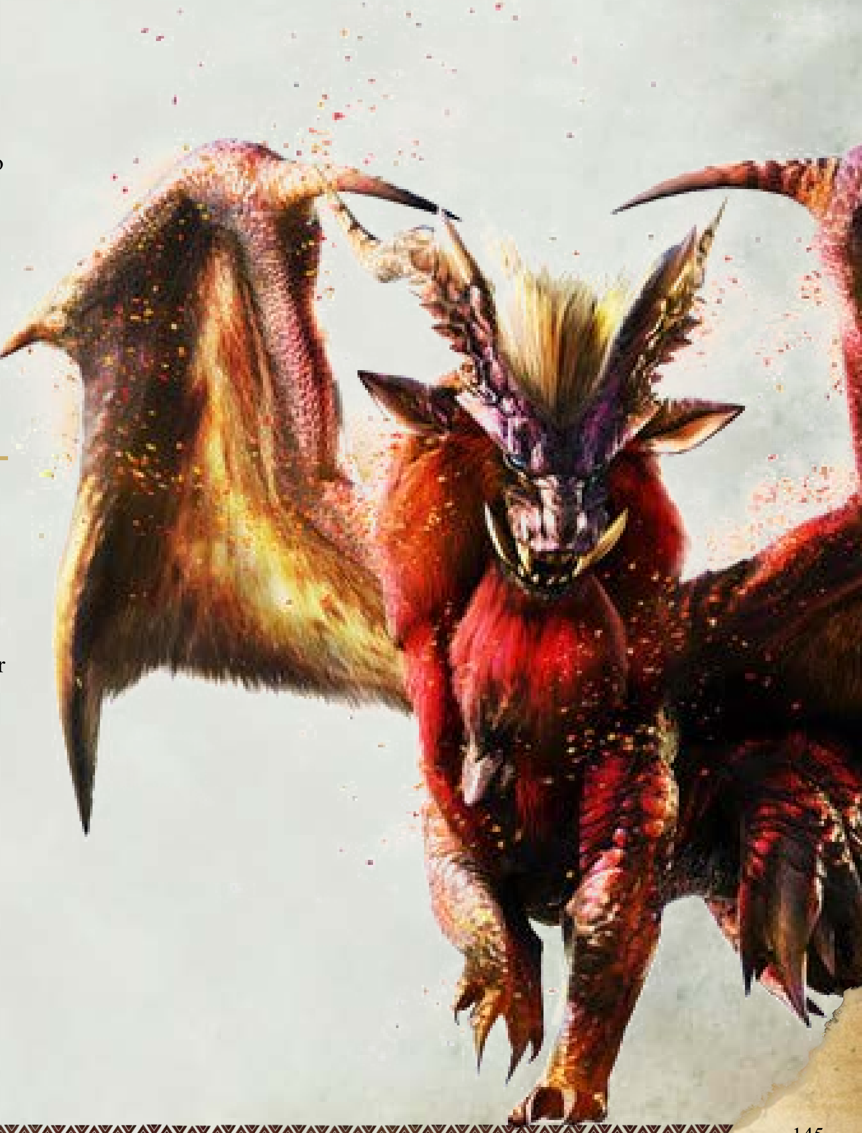
A teostra's lair is sometimes confused with a red dragon's lair due to both of them mainly preferring areas with intense heat. On many occasions a teostra will attempt to take a red dragon's lair for its own, either by killing the red dragon or causing it to flee while gravely injured, leaving its horde of treasure behind. The teostra will guard this horde, mainly because it now belongs to him, but will typically not add to its treasure, being more concerned with intruders than riches.

A teostra encountered in its lair has a challenge rating of 14 (11,500 XP). A tempered teostra's challenge rating remains the same.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the teostra takes a lair action to cause one of the following effects; the teostra can't use the same effect two rounds in a row:

- A tremor causes the ground to crack and magma to bubble up in a 60-foot radius centered on the teostra. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be knocked prone.
- Magma erupts from a point on the ground within 120 feet of the teostra, The magma erupts in a 120-foot long, a 20-foot-high, 5-foot-wide line. Each creature in that line must make a DC 15 Dexterity saving throw, taking 11 (3d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the line that aren't being worn or carried ignite.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the teostra can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.



Teostra

Huge dragon (elder), unaligned

Armor Class 16 (natural armor)
Hit Points 148 (11d12 + 77)
Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	24 (+7)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Str +11, Wis +7, Cha +5
Skills Perception +7
Damage Resistances lightning
Damage Immunities fire
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 17
Languages Draconic
Challenge 13 (10,000 XP) **Proficiency** +5

Explosive Cloud. At the start of the teostra's turn, it beats its wings and four clouds of explosive powder appear in unoccupied 5-foot cubes of air within 60 feet of the teostra. Additionally every 15 feet the teostra moves, it leaves a cloud of explosive powder in a 5-foot cube. The clouds disperse after detonation, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or when the teostra dies.

Fire Aura. At the start of each of the teostra's turns, each creature within 5 feet of it takes 3 (1d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the teostra or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Standing Leap. The teostra's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The teostra makes two Claw attacks and one Bite or Tail attack.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claws. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and the target must make a DC 19 Strength saving throw or be knocked prone.

Deadly Leap. If the teostra jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 33 (6d8 + 6) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the teostra's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the teostra's space.

Fire Breath (Recharge 5-6). The teostra exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Supernova (1/day). The teostra beats its wings rising 20 feet into the air and releases a large burst of fire all around it. Each creature within a 25-foot-radius sphere of the teostra must succeed on a DC 20 Dexterity saving throw, taking 45 (10d8) fire damage and are pushed back 10 feet on a failed save, or half as much damage on a successful one and not pushed back.

Bonus Actions

Move Dust Cloud. The teostra moves up to two explosive clouds 10 feet in any direction.

Legendary Actions

The teostra can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The teostra regains spent legendary actions at the start of its turn.

Move. The teostra moves up to its speed without provoking opportunity attacks.

Attack. The teostra makes a Bite attack.

Detonate (Costs 2 Actions). All Explosive Clouds detonate and burst into flames. Each creature within 10-feet of an explosive cloud must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save or half as much damage on a successful one. If a creature is within range of more than one explosive cloud, it takes an additional 22 (4d10) fire damage for each additional cloud.

Teostra

Challenge Rating 13 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-7	Fire Dragon Scale	(A,W)
8-10	Teostra Carapace	(A,W)
11-12	Teostra Claw	A,W)
13-14	Teostra Webbing	(A,W)
15-16	Teostra Tail	(A,W)
17-18	Teostra Mane	(A,W)
19	Teostra Horn	(A,W)
20	Teostra Gem	(A,W)

ARMOR MATERIAL EFFECTS

Fire Dragon Scale
Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

Teostra Carapace
While wearing this armor you can use an action to cast the *protection from energy(fire)* spell from it. This property can be used twice, regaining all expended uses daily at dawn.

Teostra Claw
Archaeologist+. When you successfully gather a bone resource, you gather an extra 1d4 more.

Teostra Webbing
While wearing this armor you have resistance to fire damage.

Teostra Tail *(Wizard Only)*
While attuned to this armor, you can recover spell slots with your arcane recovery that have a combined level that is equal to or less than half your Wizard level (rounded up) +1.

Teostra Mane *(Paladin Only)*
You can use an action to speak this armor's command word to extend your aura by 5 feet for 1 minute. Once you use this property, you can't use it again until you finish a long rest.

Teostra Horn
Wide-Range. When you eat or drink an Uncommon or lower consumable item (except potions of resistance), each creature within 10 feet of you also gain its effect.

Teostra Gem *(Spellcaster Only)*
While wearing this armor you can use an action to cast the *fire shield (warm shield)* spell from it. Once used, you can't use this property again until the next dawn.

WEAPON MATERIAL EFFECTS

Fire Dragon Scale
Quick Load. You can reload as a free action while you are attuned to this weapon.

Teostra Carapace *(Bow Only)*
Special Ammo Boost+1. Your coating now coats up to 25 arrows and your dragonpiercer deals an extra 2d6 piercing damage.

Teostra Claw
Your weapon deals an extra 1d6 fire damage.

Teostra Webbing
Weakness Exploit. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled).* You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a long rest.

Teostra Tail
Once per turn, when you hit a creature with a melee weapon attack using this Weapon, you can engulf the target in flames. At the start of each of the engulfed creature's turns, it takes 1d4 fire damage and it can then make a DC 15 Dexterity saving throw, putting out the flames on a successful save. Alternatively, the engulfed creature, or a creature within 5 feet of it, can use an action to smother the flames ending the effect.

Teostra Mane
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Teostra Horn
Reckless Abandon. When you make your first attack on your turn with this weapon, you can choose to without care or regard for consequences. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but disadvantage on all saving throws and all attack rolls against you have advantage until the start of your next turn.

Teostra Gem
Latent Power +1. When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Tempered Teostra

Huge dragon (elder), unaligned

Armor Class 19 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	24 (+7)	16 (+3)	15 (+2)	10 (+0)

Saving Throws Str +13, Con +13, Wis +8, Cha +6
Skills Perception +8
Damage Resistances lightning, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 18
Languages Draconic
Challenge 20 (25,000 XP) **Proficiency** +6

Explosive Cloud. At the start of the teostra's turn, it beats its wings and four clouds of explosive powder appear in unoccupied 5-foot cubes of air within 60 feet of the teostra. Additionally every 15 feet the teostra moves, it leaves a cloud of explosive powder in a 5-foot cube. The clouds remain until detonation, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or when the teostra dies.

Fire Aura. At the start of each of the teostra's turns, each creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the teostra or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Legendary Resistance (3/Day). If the teostra fails a saving throw, it can choose to succeed instead.

Standing Leap. The teostra's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The teostra makes three attacks: two with its claw and one with its bite or tail.

Bite. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Claws. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage and the target must make a DC 21 Strength saving throw or be knocked prone.

Deadly Leap. If the teostra jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 33 (6d8 + 6) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the teostra's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the teostra's space.

Fire Breath (Recharge 5-6). The teostra exhales fire in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

Supernova (1/day). The teostra beats its wings rising 20 feet into the air and releases a large burst of fire all around it. Each creature within a 40-foot-radius sphere of the teostra must succeed on a DC 21 Dexterity saving throw, taking 63 (14d8) fire damage and are pushed back 10 feet on a failed save, or half as much damage on a successful one and not pushed back.

Bonus Actions

Move Dust Cloud. The teostra moves up to two explosive clouds 10 feet in any direction.

Legendary Actions

The teostra can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The teostra regains spent legendary actions at the start of its turn.

Move. The teostra moves up to its speed without provoking opportunity attacks.

Attack. The teostra makes a bite attack.

Detonate (Costs 2 Actions). All Explosive Clouds detonate and burst into flames. Each creature within 10-feet of an explosive cloud must make a DC 21 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save or half as much damage on a successful one. If a creature is within range of more than one explosive cloud, it takes an additional 22 (4d10) fire damage for each additional cloud.

Tempered Teostra

Challenge Rating 20 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-7	T.Fire Dragon Scale	(A,W)
8-10	T.Teostra Carapace	(A,W)
11-12	T.Teostra Claw	(A,W)
13-14	T.Teostra Webbing	(A,W)
15-16	T.Teostra Tail	(A,W)
17-18	T.Teostra Mane	(A,W)
19	T.Teostra Horn	(A,W)
20	T.Teostra Gem	(A,W)

ARMOR MATERIAL EFFECTS

T.Fire Dragon Scale
Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

T.Teostra Carapace
While wearing this armor you can use an action to cast the *protection from energy(fire)* spell from it. This property can be used three times, regaining all expended uses daily at dawn.

T.Teostra Claw
Archaeologist+. When you successfully gather a bone resource, you gather an extra 1d4 more.

T.Teostra Webbing
While wearing this armor You are immune to fire damage.

T.Teostra Tail *(Wizard Only)*
While attuned to this armor, you can recover spell slots with your arcane recovery that have a combined level that is equal to or less than half your Wizard level (rounded up) +2.

T.Teostra Mane *(Paladin Only)*
You can use an action to speak this armor's command word to extend your aura by 10 feet for 1 minute. Once you use this property, you can't use it again until you finish a long rest.

T.Teostra Horn
Wide-Range+. When you eat or drink an Uncommon or lower consumable item (except potions of resistance), each creature within 20 feet of you also gain its effect.

T.Teostra Gem *(Spellcaster Only)*
While wearing this armor you can use an action to cast the *fire shield (warm shield)* spell from it. This property can be used twice, regaining all expended uses daily at dawn.

WEAPON MATERIAL EFFECTS

T.Fire Dragon Scale
Quick Load. You can reload as a free action while you are attuned to this weapon.

T.Teostra Carapace *(Bow Only)*
Special Ammo Boost +2. Your coating now coats up to 30 arrows and your dragonpiercer deals an extra 3d6 piercing damage.

T.Teostra Claw
Your weapon deals an extra 1d10 fire damage.

T.Teostra Webbing
While attuned to this weapon, your fire spells bypass a creatures resistance and deal half damage to a creature that is immune to fire damage.

T.Teostra Tail
Once per turn, when you hit a creature with a melee weapon attack using this Weapon, you can engulf the target in flames. At the start of each of the engulfed creature's turns, it takes 1d6 fire damage and it can then make a DC 15 Dexterity saving throw, putting out the flames on a successful save. Alternatively, the engulfed creature, or a creature within 5 feet of it, can use an action to smother the flames ending the effect.

T.Teostra Mane
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

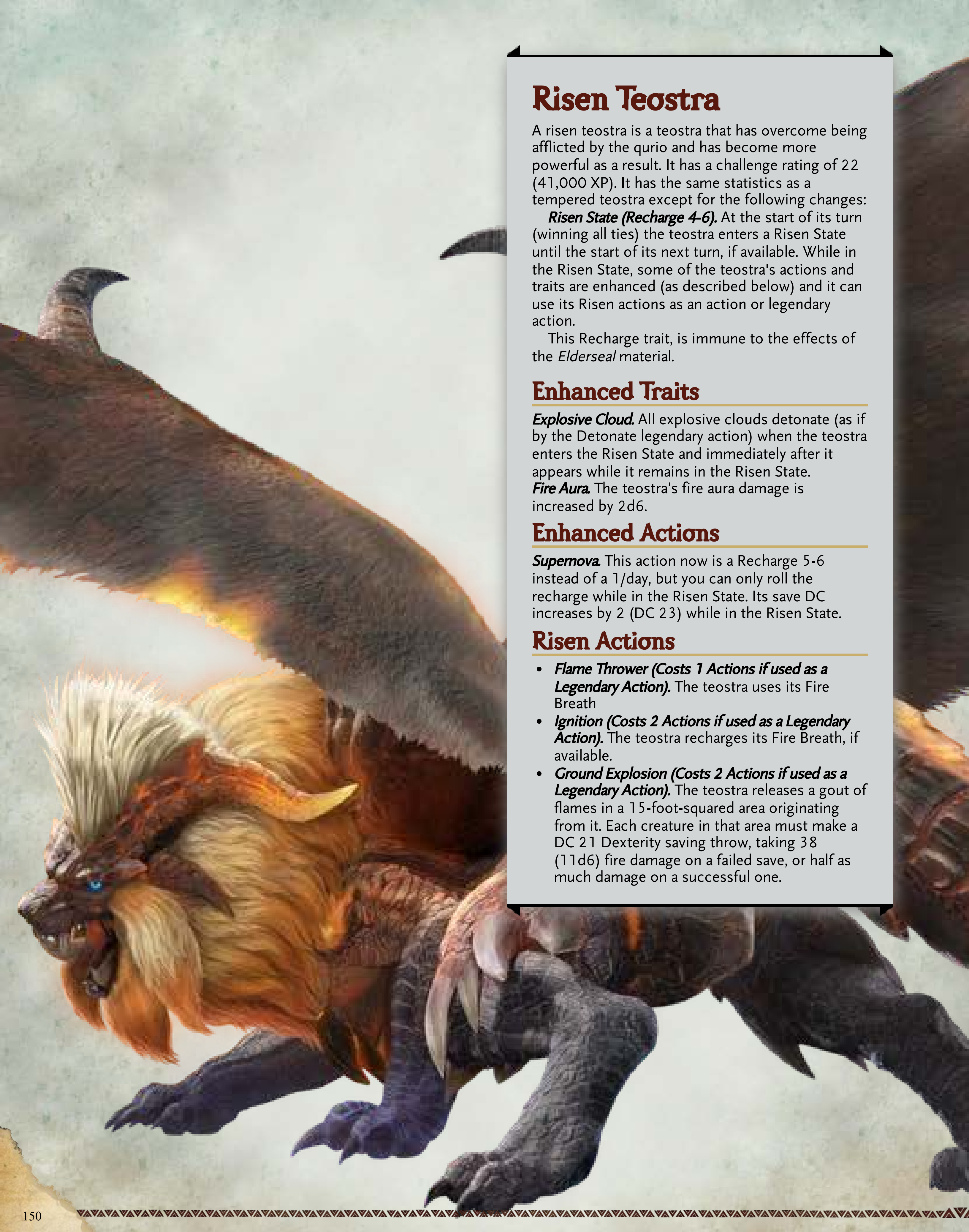
T.Teostra Horn
Reckless Abandon. When you make your first attack on your turn with this weapon, you can choose to without care or regard for consequences. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but you have disadvantage on all saving throws and all attack rolls against you have advantage until the start of your next turn.

T.Teostra Gem
Latent Power +2. When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.



Risen Teostra

A risen teostra is a teostra that has overcome being afflicted by the qurio and has become more powerful as a result. It has a challenge rating of 22 (41,000 XP). It has the same statistics as a tempered teostra except for the following changes:

Risen State (Recharge 4-6). At the start of its turn (winning all ties) the teostra enters a Risen State until the start of its next turn, if available. While in the Risen State, some of the teostra's actions and traits are enhanced (as described below) and it can use its Risen actions as an action or legendary action.

This Recharge trait, is immune to the effects of the *Elderseal* material.

Enhanced Traits

Explosive Cloud. All explosive clouds detonate (as if by the Detonate legendary action) when the teostra enters the Risen State and immediately after it appears while it remains in the Risen State.

Fire Aura. The teostra's fire aura damage is increased by 2d6.

Enhanced Actions

Supernova. This action now is a Recharge 5-6 instead of a 1/day, but you can only roll the recharge while in the Risen State. Its save DC increases by 2 (DC 23) while in the Risen State.

Risen Actions

- ***Flame Thrower (Costs 1 Actions if used as a Legendary Action).*** The teostra uses its Fire Breath
- ***Ignition (Costs 2 Actions if used as a Legendary Action).*** The teostra recharges its Fire Breath, if available.
- ***Ground Explosion (Costs 2 Actions if used as a Legendary Action).*** The teostra releases a gout of flames in a 15-foot-squared area originating from it. Each creature in that area must make a DC 21 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

Thunder Serpent Narwa

Narwa are the female of an elder dragon species that consists of itself and the Wind Serpent Ibushi. Similar to Amatsu, this species has a long and leviathan-like body with short and stubby hind legs and a long tail (though in the Serpent's case the legs are more paddle or fin-like). This species also exhibits double jaws, with the lower outer jaw and both inner jaws being able to split.

Being the female of the species, Narwa have several traits that set itself apart from Ibushi, notably the numerous golden and orange tendrils that extends from the back of the head all the way to the tail. It has two large, backward-facing horns on the head. The mouth has multiple smaller teeth. Between the hind legs is a gigantic golden sac, in which Ibushi lacks, and on Narwa's head, chest, back, forelegs, and tail tips are purple electrical organs that produce electromagnetic force that lifts the serpent airborne.

Not much is known about Narwa prior to its discovery. With the help of Minoto's resonation with the Thunder Serpent, the guild was able to determine Narwa's whereabouts while she was waiting for her "king". Every fifty years, Narwa, as well as the Wind Serpent Ibushi, will emerge to mate with each other, while Ibushi wanders around various locales, Narwa seems to wait in a location she prefers until Ibushi is able to locate her. However, the disturbance caused by her presence and electromagnetic abilities tend to drive other monsters berserk, leading to a Rampage event that regularly hits Kamura Village during the Serpent's mating process.

Thunder Serpent Narwa

Gargantuan dragon (elder), chaotic evil

Armor Class 18 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +11, Wis +8, Cha +9
Skills Acrobatics +6, Perception +8
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, exhaustion, frightened, prone
Senses darkvision 120 ft., passive Perception 18
Languages Draconic, telepathy 1 mile (see resonance)
Challenge 19 (22,000 XP) **Proficiency** +6

Legendary Resistance (3/Day). If the narwa fails a saving throw, she can choose to succeed instead.

Magic Resistance. The narwa has advantage on saving throws against spells and other magical effects.

Magnetism (1/round). The first time the narwa uses an action, legendary action, or effect that deals lightning damage on a turn, she causes four chunks of terrain within 60 feet of it to rise into the air until the start of its next turn. The raised terrain fills a 10-foot squared by 5-foot deep area. If there are large objects made of metal, like ballistas or pockets of ore, those areas targeted first by this trait.

Resonance. The first time an elf, wyverian, creature who can deal psychic damage, or has psionic abilities enters a location 1 mile of the narwa, it must succeed on a DC 25 Intelligence or Wisdom saving throw (target's choice). A creature with psionic abilities makes its save with advantage.

On a successful save, the target resonates with the narwa. When the resonating creature is within 1 mile of the narwa, its eyes glow a yellow color, it can hear the narwa's thoughts. The creature can also sense the narwa's presence and may speak the narwa's thoughts out loud when it is within 600 feet of it. On a failed save, the creature does not resonate with the narwa and is immune to the narwa's Resonance forever.

Siege Monster. The narwa deals double damage to objects and structures.

Actions

Multiattack. The narwa uses her Lightning Coil. She then makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be pushed 10 feet away from the narwa.

Homing Bolts. *Ranged Weapon Attack.* automatic hit, range 60 ft., one target. *Hit:* 21 (6d4 + 6) lightning damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 20 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Lightning Coil. The narwa uses one of the following coils:

- **Coil Burst.** The narwa unleashes a number of lightning coils in a 60-foot cone in front of her. Each creature in that area must make a DC 19 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.
- **Imploding Coil.** The narwa releases an already expanded lightning coil that slowly shrinks until it explodes at a point within 120-feet of him. Each creature within 5 feet of that point must succeed on a DC 19 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.
- **Triple Coil Slam.** The narwa summons three lightning coils that come crashing down in a 15-foot radius around her. Each creature in that area must succeed on a DC 19 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Divine Ire (1/day). The narwa rises up to 90 feet into the air without provoking opportunity attacks before exhaling lightning in a 30-foot-radius, 90-foot-high cylinder centered directly below her. Each creature in that area must succeed on a DC 19 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one. Terrain created by its magnetism due to this action remains until the end of its next turn.

On her subsequent turn, if the narwa flies towards the ground as part of its movement, she can use her action to release a lightning bomb that explodes in a 60-foot radius centered on the ground directly below her. Each creature in that area must succeed on a DC 19 Dexterity saving throw, taking 49 (14d6) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The narwa can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The narwa regains spent legendary actions at the start of her turn.

Divine Light Show (1/round). The narwa unleashes eight 5-foot wide, 40-foot tall lightning spires each appearing in a space adjacent to the narwa. The spires travel 60 feet in a straight line directly away from narwa. Additionally two 5-foot tall lightning coils (one 5 feet above the ground and another 15 feet above the ground) expand outward from the narwa in a 30-foot radius. Each creature in the spires line, or coils area must succeed on a DC 19 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. A creature on raised terrain from the narwa's magnetism automatically succeeds on its saving throw.

Dragon's Corkscrew (1/round). The narwa moves up to her fly speed in a straight line while spinning. During this move she can move through the spaces of other creatures without provoking opportunity attacks. Each creature the narwa moves through must make a DC 19 Dexterity saving throw, taking 18 (3d8 + 5) bludgeoning damage and be knocked prone on a failed save, or half as much damage and is pushed 5-feet into an unoccupied space out of the way of the narwa's path (PC choice). If there are no unoccupied spaces available, the creature automatically fails its saving throw.

Thundersac Beam (1/round). The narwa releases beams of lightning from her belly in a 60-foot cone. Each creature in that area must succeed on a DC 19 Dexterity saving throw or take 22 (4d10) lightning damage and be afflicted by thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted with thunderblight on a successful one.

Lightning Cannon (Costs 2 Actions). The narwa exhales lightning in a 90-foot line that is 5-feet wide. Each creature in that line must succeed on a DC 19 Dexterity saving throw or take 49 (14d6) lightning damage and be afflicted by thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted with thunderblight on a successful one.

Spark Blast (Costs 2 Actions). The narwa electrifies the air in a 40-foot long, 20-foot wide area that combusts in a cascade of lightning blasts. Each creature in that area must succeed on a DC 19 Constitution saving throw, taking 45 (10d8) lightning damage and be stunned until the end of its next turn on a failed save, or half as much damage on a successful one and isn't stunned.

Thunder Serpent Narwa

Challenge Rating 19 **Carves** 4

Carve Chance	Material	Slots
1	Elder Dragon Blood	(O)
2	Elder Dragon Bone	(O)
3-7	Narwa Carapace	(A,W)
8-11	Narwa Hide	(A,W)
12	Narwa Horn	(A,W)
13-14	Narwa Sparksac	(A,W)
15-16	Narwa Tentacle	(A,W)
17-19	Narwa Claw	(A,W)
20	Thunder Serpent Orb	(A,W)

ARMOR MATERIAL EFFECTS

Narwa Carapace

Constitution. The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

Narwa Hide

Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Narwa Horn

While attuned to this armor you can cast the *levitate* spell at will, but you can only target metallic objects that aren't being worn or carried.

Narwa Sparksac

You have a flying speed of 60 feet while you wear this armor.

Narwa Tentacle *(Lance & Greatsword Only)*

Your Guard AC bonus now lasts until the start of your next turn and you cannot be knocked prone.

Narwa Claw

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Thunder Serpent Orb

Resonance. When you attune to this armor for the first time, choose one willing creature which you are familiar with. While attuned to this armor, you and the willing creature are linked as if by the *telepathy* spell. You cannot link to a new creature until the willing creature dies. The link is also lost if the material is removed from the armor or trinket.

WEAPON MATERIAL EFFECTS

Narwa Carapace

Artillery+2. While attuned to this weapon, your wyvernfire can now be used three times per long rest and you can add your Strength or Dexterity modifier to the damage of your shell attacks.

Narwa Hide *(Greatsword & Lance Only)*
Offensive Guard. Whenever you use a reaction that increases your AC, the next attack you make with that weapon deals extra damage equal to the bonus AC the reaction provided.

Narwa Horn Charge Blade & Switchaxe Only)
Rapid Morph. While attuned to this weapon, you can switch its modes as a free action.

Narwa Sparksac
While you are attuned to this weapon, your lightning spells bypass a creature's resistance.

Narwa Tentacle
Partbreaker+2. You deal an extra 1d8 damage when you critically hit with this weapon.

Narwa Claw *(Magnet Spike Only)*
While you are attuned to this weapon your magnet spike properties gain the following benefits:

- You can affix one additional magnetic sphere to another creature. Each sphere can be recalled separately as a bonus action.
- The maximum range of your magnetic field assault increases by 10 feet.
- Its magnetic force evade pulls you an additional 5 feet away from the attacker.
- The save DC of its magnetic bind is increased by 2.

Thunder Serpent Orb
Critical Draw++. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 13 or higher.

OTHER MATERIAL EFFECTS
Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Narwa Material Bonus*

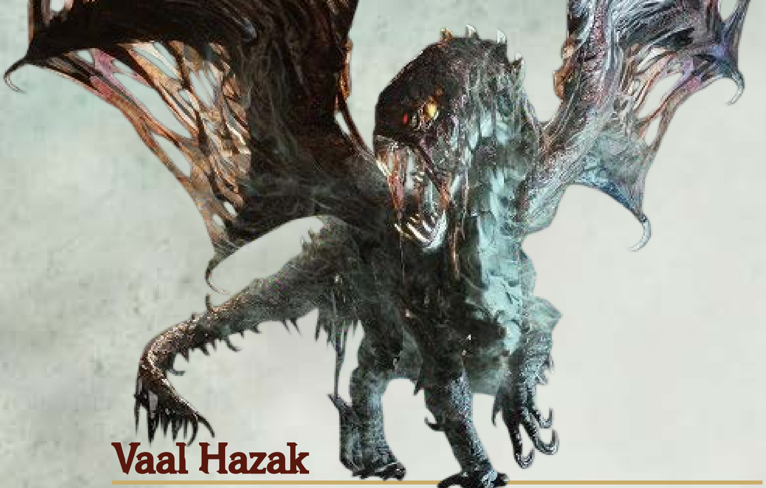
When a character has 2+ narwa materials socketed into their equipment, they gain each of the following the *Thunder Alignment* bonuses.

Thunder Alignment (2 materials). You have resistance to lightning damage while you wear this armor.

Thunder Alignment (3 materials). You are immune to lightning damage while you wear this armor.

Thunder Alignment (4 materials). This armor has three lucky points. It regains all expended points daily at dawn. When you roll on a creature's loot table you can expend one lucky point, to reroll it and take the new roll.

**The Thunder Alignment bonuses ignore the standard armor rules*



Vaal Hazak

Vaal Hazak is a dragon that appears to have long sickle-like claws on each finger. Its face has long, sinewy features that look like decaying tissue. When it flaps its wings, it appears to stir up toxic clouds, possibly exuding the Effluvium bacteria found in the Rotten Vale. It is shown to have a mottled maroon hide with a rather dull greenish-gray underbelly. Its wings are also sinewy — looking like spider webs when outstretched.

Vaal Hazak appears to consume the life force of other wildlife nearby in the form of a grayish ash-like fog that trails from the victim back to patches on Vaal Hazak's body. It has also demonstrated necromancer-like abilities, bringing Girros corpses back to life as allies. The ash-fog it exudes limits the maximum life of Hunters in contact with it.

Another interesting adaptation of the monster is the unnerving structure of its head, which sports two jaws. The larger outer jaw is used as a means of clamping down its prey whilst the inner is used to force the prey into its throat where the monster can use the effluvium to breakdown the prey as it consumes it. Vaal Hazak is aggressive the instant it feels threatened and will attempted to use its power over the effluvium to defeat its opponent.

Vaal Hazak

Huge undead (elder), Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 345 (30d12 + 150)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Dex +7, Con +12, Int +10, Cha +9
Damage Resistances poison
Damage Immunities necrotic
Condition Immunities charmed, frightened, petrified
Senses darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 24 (62,000 XP) **Proficiency** +7

Effluvium Aura. At the start of each of the vaal hazak's turns, each creature within 5 feet of it takes 10 (3d6) necrotic damage. A creature that touches the vaal hazak or hits it with a melee attack while within 5 feet of it takes 10 (3d6) necrotic damage.

Legendary Resistance (3/Day). If the vaal hazak fails a saving throw, it can choose to succeed instead.

Magic Resistance. The vaal hazak has advantage on saving throws against spells and other magical effects.

Regeneration. The vaal hazak regains 30 hit points at the start of its turn if it has at least 1 hit point. If the vaal hazak takes radiant damage or damage from holy water, this trait doesn't function at the start of the vaal hazak's next turn.

Actions

Multiattack. The vaal hazak makes two Bite attacks and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Claw. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target must make a DC 21 Strength saving throw or be knocked prone.

Effluvium Breath (Recharge 5-6). The vaal hazak exhales a cloud of effluvium bacteria in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 70 (20d6) necrotic damage and are cursed as if by the bestow curse spell for 1 minute on a failed save, or half as much damage on a successful one and isn't cursed.

Bonus Actions

Return from the Dead (3/day). The vaal hazak raises a recently deceased CR 6 or lower creature from the dead to fight by its side. A creature raised in this way is considered undead, heals to its hit point maximum and gains the undead fortitude trait.

Legendary Actions

The vaal hazak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vaal hazak regains spent legendary actions at the start of its turn.

Tail Attack. The vaal hazak makes a Tail attack.

Frightening Gaze (Costs 2 Actions). The vaal hazak fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 19 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns,the effect ending on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the vaal hazak's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the vaal hazak must make a DC 20 Constitution saving throw against this magic, taking 38 (11d6) necrotic damage on a failed save, or half as much damage on a successful one.

Vaal Hazak

Challenge Rating 24 **Carves** 6

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-7	Vaal Hazak Carapace	(A,W)
8-11	Deceased Scale	(A,W)
12-13	Vaal Hazak Talon	(W)
14-15	Vaal Hazak Fang	(W)
16-17	Vaal Hazak Wing	(A,W)
18	Vaal Hazak Membrane	(A,W)
19	Vaal Hazak Tail	(A,W)
20	Vaal Hazak Gem	(A,W)

ARMOR MATERIAL EFFECTS

Vaal Hazak Carapace
Effluvia Resis+. While wearing this armor you are immune to damage from *Effluvia* and you have resistance to acid damage.

Deceased Scale
While wearing this armor, you regain 1d6 Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the armor causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Vaal Hazak Wing
Recovery Up+. You regain the maximum number of hit points possible from potions or plants that you consume.

Vaal Hazak Membrane
While wearing this armor you can speak its command word to release effluvium gas in a 5-foot radius around you for 1 minute. At the start of each of your turns, each creature within 5 feet of you takes 7 (2d6) necrotic damage. Once you use this feature, you cannot use it again until you complete a long rest.

Vaal Hazak Tail
You have resistance to acid damage while you wear this armor.

Vaal Hazak Gem
Poison Absorption. Whenever you are subjected to poison damage, you take no damage and instead regain a number of hit points equal to the half of the poison damage dealt.

WEAPON MATERIAL EFFECTS

Vaal Hazak Carapace
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Deceased Scale
Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Vaal Hazak Talon
Your weapon deals an extra 1d10 necrotic damage.

Vaal Hazak Fang
This weapon has 3 runes which are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 19 Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a successful save.

Vaal Hazak Wing
You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals necrotic damage.

Vaal Hazak Membrane *(Bow Only & Requires 3 sockets)*
When you nock an arrow on this bow, it whispers in Elvish, "Return to that which spawned you" When you use this weapon to make a ranged attack, you can, as a command phrase, say "To one with life" The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage.

While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

Vaal Hazak Tail *(Bow Only)*
Bow Charge Plus++. While attuned to this weapon, you can use your dragonpiercer three additional times between rests and it recharges after a Short or Long rest.

Vaal Hazak Gem *(Cleric Only)*
The weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *animate dead* (3 runes), *bestow curse* (3 runes), *contagion* (5 runes), or *raise dead* (10 runes).

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last runes, roll a d20. On a 1. the weapon cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Blackveil Vaal Hazak

Blackveil Vaal Hazak is similar to its counterpart in terms of general appearance. The main difference is that it's covered in strange moss-like pustules that emit Effluvium constantly. These pustules even go as far to cover its head, rendering it blind. Should they be removed/broken however, it is able to see again. Contrasting regular Vaal Hazak's dark red and silver coloring, Blackveil is a green and milky-white coloring.

Blackveil Vaal Hazak is a passive monster that only attacks when provoked. Like its counterpart, it mainly uses its Effluvium as a form of attack, but also as a form of finding prey and infecting other monsters. The moss that grows on its body can be spread about to infect not just monsters but its surrounding area as well, transforming the environment into its ideal area of if a Blackveil operation.

Blackveil Vaal Hazak

Huge undead (elder), Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 356 (31d12 + 155)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	16 (+3)	20 (+5)	14 (+2)

Saving Throws Dex +8, Con +13, Int +11, Cha +10
Damage Resistances lightning, poison
Damage Immunities necrotic
Condition Immunities charmed, frightened, petrified
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15
Languages Draconic
Challenge 26 (90,000 XP) **Proficiency** +8

Effluvium Spores. The vaal hazak's body is covered with four white spore pods. Whenever a creature touches or hits the vaal hazak with an attack or spell, or when the vaal hazak uses its effluvium breath, it releases two spore clouds that fall to the ground in adjacent spaces next to the vaal hazak.

The clouds fill a 10-foot square cube, spreads around corners, and its area is lightly obscured. It lasts for the 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

A creature that starts its turn in one of these clouds takes 11 (3d6) necrotic damage and must succeed on a DC 21 Constitution saving throw, or be cursed. While cursed in this way, the vaal hazak's attacks deal an extra 1d8 necrotic damage to the cursed creature.

The white spore pods on the vaal hazak can be attacked and destroyed (AC 15; hp 30; vulnerability to fire damage; immunity to acid, poison, and psychic damage).

Legendary Resistance (3/Day). If the vaal hazak fails a saving throw, it can choose to succeed instead.

Magic Resistance. The vaal hazak has advantage on saving throws against spells and other magical effects.

Regeneration. The vaal hazak regains 30 hit points at the start of its turn if it has at least 1 hit point. If the vaal hazak takes radiant damage or damage from holy water, this trait doesn't function at the start of the vaal hazak's next turn.

Actions

Multiattack. The vaal hazak makes two Bite attacks and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Claw. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Tail. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target must make a DC 22 Strength saving throw or be knocked prone.

Effluvium Burst (Recharge 6). The vaal hazak lets out an ear shattering roar causing effluvium spores to erupt from its body in a 300-foot radius around that remains until the start of the vaal hazak's next turn. Each creature that starts its turn in that area, or enters it for the first time must make a DC 21 Constitution saving throw or become cursed for 1 minute. A creature that succeeds on its saving throw, is immune to this effect for 24 hours.

While cursed in this way, the target must make a DC 21 Wisdom saving throw at the start of each of its turns. On a failed save, it is incapacitated until the start of its next turn

When the effluvium disperses at the start of the vaal hazak's next turn, all destroyed spore pods regrow on the vaal hazak and ten spore clouds remain in the area that are at least 20 feet apart from each other.

Legendary Actions

The vaal hazak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vaal hazak regains spent legendary actions at the start of its turn.

Tail Attack. The vaal hazak makes a Tail attack.

Siphon Curse (Costs 2 Actions). Each cursed creature within 60 feet of the vaal hazak must make a DC 21 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. The cursed creatures's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the creature finishes a Long Rest.

Effluvium Fog Breath (Costs 3 Actions). The vaal hazak exhales a cloud of effluvium bacteria in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 70 (20d6) necrotic damage and be cursed 1 minute on a failed save, or half as much damage on a successful one and are not cursed. If a creature's saving throw is successful, the creature is immune to this curse for the next 24 hours.

While cursed in this way, the creature has disadvantage on attack rolls against the vaal hazak.

Blackveil Vaal Hazak

Challenge Rating 26 **Carves** 6

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-7	Vaal Hazak Cortex	(A,W)
8-11	Deceased Shard	(A,W)
12-13	Vaal Hazak Hardclaw	(A,W)
14-15	Shadowpierce Fang	(A,W)
16-17	Vaal Hazak Fellwing	(A,W)
18	Deathweaver Membrane	(A,W)
19	Vaal Hazak Flail	(A)
20	Vaal Hazak Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Vaal Hazak Cortex
Effluvia Resis+. While wearing this armor you are immune to damage from *Effluvia* and you have resistance to acid damage.

Deceased Shard
While wearing this armor, you regain 1d6 Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the armor causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Vaal Hazak Hardclaw
You are immune to poison and disease while you wear this armor.

Shadowpierce Fang
While you are wearing this armor you have darkvision out to 60 feet. If you already have darkvision, its range extends by an additional 60 feet.

Vaal Hazak Fellwing
Recovery Up+. You regain the maximum number of hit points possible from potions or plants that you consume.

Deathweaver Membrane
While wearing this armor you can speak its command word to release effluvium gas in a 10-foot radius around you for 1 minute. At the start of each of your turns, each creature within 5 feet of you takes 7 (2d6) necrotic damage. Once you use this feature, you cannot use it again until you complete a long rest.

Vaal Hazak Flail
You are immune to acid damage while you wear this armor.

Vaal Hazak Mantle
Poison Absorption. Whenever you are subjected to poison damage, you take no damage and instead regain a number of hit points equal to the half of the poison damage dealt.

WEAPON MATERIAL EFFECTS

Vaal Hazak Cortex
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Deceased Shard
Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Vaal Hazak Hardclaw
Your weapon deals an extra 2d6 necrotic damage.

Shadowpierce Fang
This weapon has 3 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 16 Constitution saving throw. On a failed save, the target is diseased. At the end of each of the diseased target's turns, the target must make a DC 16 Constitution saving throw. If the target succeeds on three of these saves, it is no longer diseased. If the target fails three of these saves, it remains diseased for 7 days.

Since this induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

While afflicted with this disease, the target has difficulty breathing due to the spores growing in its throat, reducing its movement speed and the time it can hold its breath by half. At dawn of the second day and each day after, the target must make a Constitution saving throw, gaining one level of exhaustion on a failed save. The save DC starts as a DC 10 and increases by 1 each day and the target does not recover a level of exhaustion from finishing a long rest while afflicted with this disease.

Vaal Hazak Fellwing
You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals necrotic damage.

Deathweaver Membrane
When you attack a creature with this weapon and roll a 20 on the attack roll, that target must make a DC 17 Constitution saving throw or be poisoned as if by the *contagion* spell.

Vaal Hazak Mantle *(Cleric Only)*
The weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *Animate Dead* (3 runes). *bestow curse* (3 runes), *contagion* (5 runes), or *raise dead* (10 runes).

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune, roll a d20. On a 1. the weapon cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

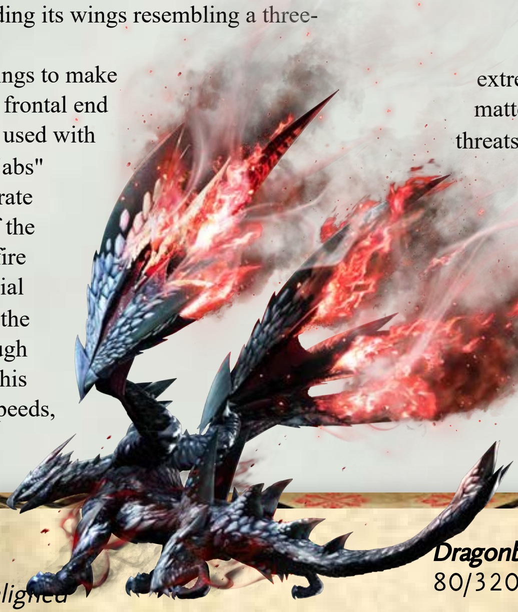
Valstrax

Valstrax is a slender Elder Dragon covered in gleaming silver scales. Its most notable feature is its wings, which have fused into a trident-like structure. Its back is lined with fin-like projections. Its head has a small crest and its eyes are blue.

Valstrax is covered in reflective silver scales that give this monster its slim appearance. Like most other Elder Dragons, valstrax has six limbs: four legs and a pair of wings. Unique to valstrax are its trident shaped wings. The wings of the valstrax are versatile and flexible being able to stretch the arm appendages to hit far-reaching targets, expanding its wings resembling a three-fingered claw for wider area of attack or closing the wings to make use of the blade-like tip on the frontal end of the wings that is commonly used with the stretching appendages as "jabs" akin to that of a spear for accurate attacks. On the ends of both of the wings are three openings that fire off energy produced via a special organ in its chest that sucks in the air before releasing it out through the wings as a form exhaust. This allows it to fly at outrageous speeds, making it the fastest flying monster known today. When flying at high speeds, it looks like a "red comet" in the sky, showing that at its highest speed no one can identify it easily.

Valstrax can also flip its wings in two different directions: Backwards; for flying at high speeds, and Forward; attacking foes from a distance by using the energy as projectiles. valstrax's breathing methods are nearly identical to birds in a sense. The special organ in its chest is constantly glowing red and occasionally pulses whenever valstrax decides to use it for certain actions, such as flying.

Valstrax are quite calm when not disturbed, but will turn extremely aggressive if they feel threatened in any way. No matter the foe, valstrax have a variety of ways of fighting off threats. This is the reason why it is sometimes called the Silver Wing of the Evil Star or Sky Comet Dragon. Though valstrax are quite calm in the sky, they occasionally will mistakenly crash into objects in the air from their shocking flying speeds. These objects can be about the size of an Airship or even a Flying Wyvern.



Valstrax

Huge dragon (elder), unaligned

Armor Class 17 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	12 (+1)	10 (+0)	10 (+0)

Skills Acrobatics +8, Perception +10
Damage Immunities necrotic
Condition Immunities charmed, frightened
Senses passive Perception 20
Languages Draconic
Challenge 16 (15,000 XP) **Proficiency** +5

Legendary Resistance (2/Day). If the valstrax fails a saving throw, it can choose to succeed instead.

The Red Comet. The valstrax doesn't provoke opportunity attacks when it takes the Dash action.

Actions

Multiattack. The valstrax makes one Bite attack, two Claw attacks, and two Wing attacks.

Bite. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Dragonbolt. *Ranged Weapon Attack.* +8 to hit, reach 80/320 ft., one target. *Hit:* 14 (4d6) necrotic damage.

Wing. *Melee Weapon Attack.* +9 to hit, reach 15 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Ignition (Recharge 5-6). The valstrax spreads its wings out around itself and ignites them. Fire spreads out from the wings in a 20-foot radius around the valstrax and each creature in that area must make a DC 17 Dexterity saving throw, taking 41 (9d8) necrotic damage on a failed save or half as much damage on a successful one.

Legendary Actions

The valstrax can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The valstrax regains spent legendary actions at the start of its turn.

Attack. The valstrax makes a Dragonbolt attack.

Detect. The valstrax makes a Wisdom (Perception) Check.

Dragon Rush (Costs 2 Actions). The valstrax moves up to half its fly speed in a straight line. During this move it can move through other creatures without provoking opportunity attacks. Each creature the valstrax moves through must make a DC 17 Dexterity saving throw, taking 22 (4d8+4) slashing damage plus 10 (3d6) necrotic damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Valstrax

Challenge Rating 16 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	Valstrax Shard	(A,W)
9-10	Valstrax Hardclaw	(A,W)
11-13	Valstrax Cortex	(A,W)
14-16	Shimmering Dragonfluid	(A,W)
17-19	Valstrax Helixtail	(A,W)
20	Ruby Dragon Mindstone	(A,W)

ARMOR MATERIAL EFFECTS

Valstrax Shard
Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Valstrax Hardclaw
While you wear this armor, you can use a bonus action and click the armor's boots' heels together. If you do, your walking speed doubles, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the armors' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Valstrax Cortex
While wearing this armor, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Shimmering Dragonfluid
While wearing this armor you can use an action to speak its command word. This causes a pair of metallic dragon wings to appear on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 60 feet. When they disappear, you can't use them again for 1d12 hours.

Valstrax Helixtail
You are immune to necrotic damage while you wear this armor.

Ruby Dragon Mindstone
Dragonheart. When you fall below half of your maximum hit points you gain the dragonblight condition for 1 minute. While affected by dragonblight, you have resistance to cold, fire, lightning, and necrotic damage.

WEAPON MATERIAL EFFECTS

Valstrax Shard *(Spellcaster Only)*
You know the *fire bolt* cantrip while attuned to this weapon. If you already know it, you gain a +1 bonus to its spell attack roll.

Valstrax Hardclaw
Your weapon deals an extra 1d6 necrotic damage.

Valstrax Cortex
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Shimmering Dragonfluid
Crisis+. While you are attuned to this weapon and suffering from an abnormal status effect caused by a hostile creature or object, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d10 spell or weapon damage.

Valstrax Helixtail
This weapon has 3 runes which are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 17 Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a successful save.

Ruby Dragon Mindstone
Your weapon deals an extra 1d8 necrotic damage.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Crimson Glow Valstrax

Due to the rampant dragon energy, Crimson Glow Valstrax has permanent glowing red marks connecting from the chest to the wings, showing up on the sides and wing-arms. The wings have a different design than a normal Valstrax's wings, looking more like exhaust vents, and are covered in glowing red color similar to a normal enraged Valstrax. When inhaling air, the wings will glow a bright red and start spewing out dragon energy. When angered significantly, the energy starts to burst out in the form of large energy spikes on its head, and the whole torso glows red in color, with large amounts of dragon flame coming out of the chest and sides.

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Crimson Glow Valstrax

Huge dragon (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 264 (23d12 + 115)
Speed 40 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	16 (+3)	10 (+0)	10 (+0)

Saving Throws Dex +10, Con +12, Cha +7
Skills Acrobatics +10, Perception +14
Damage Immunities necrotic
Condition Immunities charmed, frightened
Senses passive Perception 24
Languages Draconic
Challenge 22 (41,000 XP) **Proficiency** +7

Blight Resistance. The valstrax has advantage on saving throws against blight effects such as fireblight, waterblight, or the *blight* spell.

Dive Attack. If the valstrax is flying and dives at least 120 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 36 (8d8) necrotic damage to the target.

Legendary Resistance (3/Day). If the valstrax fails a saving throw, it can choose to succeed instead.

The Red Comet. The valstrax doesn't provoke opportunity attacks when it takes the Dash action.

Actions

Multiattack. The valstrax makes two Bite attacks.

Bite. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Wing. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or be afflicted with dragonblight for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the dragonblight on a success.

Crimson Salvo. The valstrax fires six draconic energy balls at a target within 60 feet of it. That target must make a DC 20 Dexterity saving throw, taking 27 (6d8) necrotic and be afflicted with dragonblight for 1 minute on a failed save or half as much damage and isn't afflicted with dragonblight on a successful one. If the creature was on the ground, the energy remains in a 15-foot squared area centered on a point where the target was standing when the attack was made. At the start of the valstrax next turn each creature in that area takes 9 (2d8) necrotic damage. A creature can make a DC 20 Constitution saving throw at the end of its turn, ending the dragonblight on a success.

Crimson Beam (Recharge 5-6). The valstrax positions its wings in front of it to release accumulated draconic energy in a 120-foot line that is 10-feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 70 (20d6) necrotic damage and be afflicted with dragonblight for 1 minute on a failed save or half as much damage and isn't afflicted with dragonblight on a successful one. A creature can make a DC 20 Constitution saving throw at the end of its turn, ending the dragonblight on a success.

Legendary Actions

The valstrax can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The valstrax regains spent legendary actions at the start of its turn.

Attack. The valstrax makes a Wing attack.

Detect. The valstrax makes a Wisdom (Perception) Check.

Rocket Dash (Costs 2 Actions). The valstrax moves up to half its fly speed in a straight line. During this move it can move through other creatures without provoking attacks of opportunity. Each creature the valstrax moves through must succeed on a DC 21 Dexterity saving throw or take 24 (4d8 + 6) slashing damage plus 9 (2d8) necrotic damage and are knocked prone on a failed save. On a successful save, the target takes half damage and is not knocked prone.

Ground Zero Burst.(Costs 2 Actions). The valstrax releases draconic energy in a 15-foot radius around it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 31 (7d8) necrotic damage and be afflicted with dragonblight for 1 minute on a failed save or half as much damage and isn't afflicted with dragonblight on a successful one. A creature can make a DC 20 Constitution saving throw at the end of its turn, ending the dragonblight on a success.

Crimson Glow Valstrax

Challenge Rating 22 **Carves** 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-7	Gleaming Shell	(A,W)
8-9	Shimmering Scale	(A,W)
10-12	CG.Valstrax Claw	(A,W)
13-15	Rouge Spikewing	(A,W)
16-17	Crimson Liquid	(A,W)
18-19	Valstrax Spineshell	(A,W)
20	Red Serpent Orb	(A,W)

ARMOR MATERIAL EFFECTS

Gleaming Shell
Resuscitate. You have advantage on Dexterity saving throws if you are suffering from a condition.

Shimmering Scale
Survivor+. When an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +2 AC, +2 damage, and +2 to attack rolls for 1 minute. Once used, this property can't be used again until the next dawn.

CG.Valstrax Claw
While wearing this armor, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Rouge Spikewing
While wearing this armor you can use an action to speak its command word. This causes a pair of metallic dragon wings to appear on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 90 feet. When they disappear, you can't use them again for 1d12 hours.

Crimson Liquid
Blightproof. While wearing this armor you are immune to blight spells, spell like abilities, and conditions.

Valstrax Spineshell
Dragonheart. When you fall below half of your maximum hit points you gain the dragonblight condition for 1 minute. While affected by dragonblight, you have resistance to cold, fire, lightning, and necrotic damage.

Red Serpent Orb
Defense Boost (Necrotic). While wearing this armor, you gain a +1 bonus to your AC, and you are immune to necrotic damage.

WEAPON MATERIAL EFFECTS

Gleaming Shell *(Spellcaster Only)*
This weapon has 7 runes, regaining 1d6 + 1 expended runes when you finish a long rest. While holding it, you can use an action to expend 1 or more of its runes to cast the *scorching ray* spell from it using your spell attack bonus, and it deals necrotic damage instead of fire. For 1 rune, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

Shimmering Scale
Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

CG.Valstrax Claw
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Rouge Spikewing
Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled).* You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Crimson Liquid
Your weapon deals an extra 1d10 necrotic damage.

Valstrax Spineshell *(Ranged Weapon Only)*
Rapid Reload. You can reload as a free action while you are attuned to this weapon. Additionally, when you make a ranged weapon attack roll and roll a 20 for the attack roll, you can make one additional attack as a free action.

Red Serpent Orb *(Spellcaster Only)*
While attuned to this weapon, you can cast the *disintegrate* spell from it, using your spell save DC. Once you use this property, you can't use it again until you finish a long rest.

OTHER MATERIAL EFFECTS

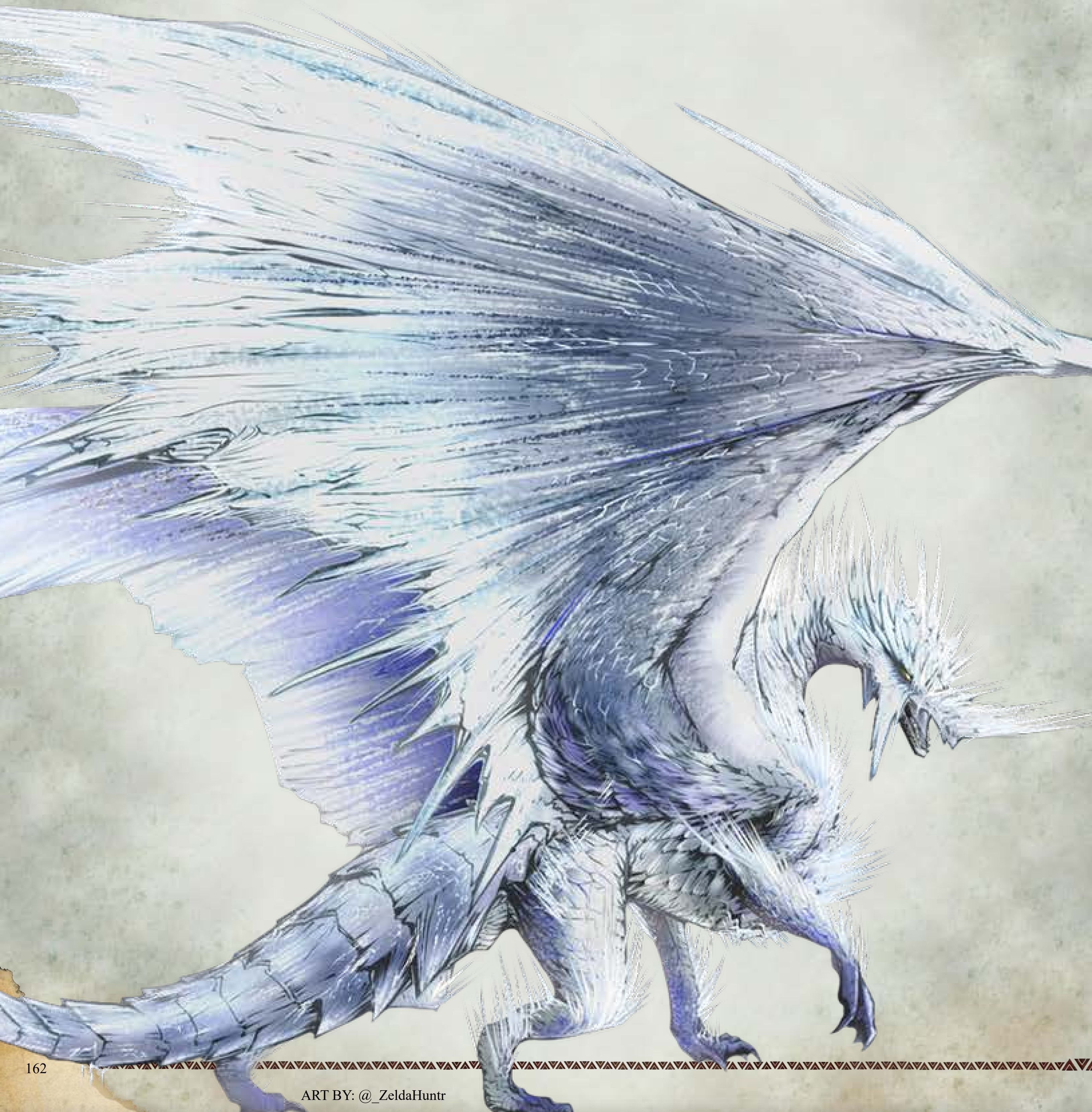
Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Velkhana

Velkhana is a traditional dragon with the slim, upright body structure of elder Dragons like kushala kaora. Its scales and shell are a unique crystalline blue. Its head has a tiara-like crown of small horns. It summons ice to cover its wings, limbs, and tail. Its thin, lance-like tail is highly flexible and can jab at enemies.

Velkhana freely controls ice and cold wind, and can cover wide areas in ice in an instant. It breathes beams of supercooled fluid that can instantly freeze monsters. When covered in its ice armor, ice crystals form nearby, and when struck by Velkhana's ice breath they form large spires that soon explode. Small ice platforms sometimes form, which can be jumped off of. Occasionally, spikes of ice rain from clouds close to the ground when it is enraged.



ART BY: @_ZeldaHuntr

Velkhana

Huge dragon (elder), unaligned

Armor Class 17 (natural armor)
Hit Points 216 (16d12 + 112)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	24 (+7)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Dex +7, Con+13, Wis +9, Cha +11
Skills Perception +9
Damage Resistances acid
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 19
Languages Draconic
Challenge 17 (18,000 XP) **Proficiency** +6

Magic Resistance. The velkhana has advantage on saving throws against spells and other magical effects.

Rime. An area covered in rime is difficult terrain. Additionally any creature that ends its turn while touching a frost covered area takes 3 (1d6) cold damage and is grappled by the frost (Escape 21).

Actions

Multiattack. The velkhana makes three Tail attacks.

Tail. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) cold damage.

Breath Weapons (Recharge 5-6). The velkhana uses one of the following breath weapons.

Cold Breath. The velkhana exhales an icy blast in a 90-foot line that is 5 feet wide. That area is covered in rime for 1 minute and each creature in that line must make a DC 21 Dexterity saving throw, taking 66 (12d10) cold damage on a failed save, or half as much damage on a successful one.

Hoarfrost Breath. The velkhana exhales an icy blast of hoarfrost in a 60-foot cone. The area is covered in rime for 1 minute and each creature in that area must make a DC 21 Constitution saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Additionally, three 1 foot thick, 10-foot-square walls of ice form within the area and last for 10 minutes. If the wall is formed on a creature's space, the creature is pushed to one side of the wall and must make a DC 21 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Each 10-foot section of the wall has 12 AC and 30 hit points, and is vulnerable to fire damage. If damaged to 0 hit points, it leaves a hole filled with freezing air. The first time a creature moves through the air on a turn, it makes a DC 21 Constitution save, taking 17 (5d6) cold damage on a failed save or half as much damage on a successful one.

Bonus Actions

Ice Armor (2/day). The velkhana coats its body in ice, granting it a +2 bonus to its AC for 1 minute, or until it takes 50 points of damage from a single creature on a turn.

Legendary Actions

The velkhana can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The velkhana regains spent legendary actions at the start of its turn.

Bite. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Wing Attack (costs 2 Actions). The velkhana beats its wings, covering the ground in a 15-foot radius in rime for 1 minute. Each creature within 15 feet of it must succeed on a DC 19 Dexterity saving throw or take 12 (2d6+5) bludgeoning damage and be knocked prone. The velkhana can then fly up to half its flying speed.

Hail Storm (Costs 3 Actions). The velkhana forms four boulder-sized chunks of ice from the water in the air that plummet to the ground at different points within 60 feet of it. Each creature in a 5-foot-radius sphere centered on each point that it chooses must make a DC 19 Dexterity saving throw. A creature takes 9 (2d8) cold damage and 9 (2d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one ice chunk is affected only once.

Velkhana

Challenge Rating 17 **Carves** 4

Carve Chance	Material	Slots
1	Elder Dragon Bone	(O)
2	Elder Dragon Blood	(O)
3-7	Crystal Shard	(A,W)
8-11	Velkhana Cortex	(A,W)
12-14	Velkhana Lash	(A,W)
15-17	Velkhana Hardclaw	(A,W)
18-19	Velkhana Crownhorn	(A,W)
20	Velkhana Crystal	(A,W)

ARMOR MATERIAL EFFECTS

Crystal Shard

Flinch Free. While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

Velkhana Cortex

Divine Blessing+2. When you take damage you are not immune or resistant to, roll a d8 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Velkhana Lash
While you wear this armor you are immune to the iceblight disease.

Velkhana Hardclaw
When a creature that touches or hits you with a melee weapon attack while within 5 feet of you, you can use your reaction to have it make a DC 15 Constitution saving throw. On a failed save, the creature is afflicted with iceblight for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a success. You can use this property a number of times equal to your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

Velkhana Crownhorn *(Sorcerer, Warlock, & Wizard Only)*
This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to coat your armor in magical ice, gaining 20 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 20 cold damage.

Velkhana Crystal
You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Crystal Shard
Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

Velkhana Cortex
While attuned to this weapon you can use an action to cast the *wall of ice* spell from it, but it deals no damage and the wall is only 3 feet high.

Velkhana Lash
While you are attuned to this weapon, you can use a bonus action to speak its command word and exhale ice in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 5d6 cold damage on a failed save, or half as much damage on a successful one.

You can use this property twice, regaining all expended uses when you finish a long rest.

Velkhana Hardclaw
Your cold spells bypass a creature's resistance to cold damage while you are attuned to this weapon.

Velkhana Crownhorn
Critical Draw+. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 15 or higher.

Velkhana Crystal
Coalescence. Whenever you succeed on a saving throw to end a condition, you gain a +1 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d4 cold, fire, or lightning damage (your choice) until the end of your next turn.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Velkhana Divinity

Set bonus (2): When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d6 cold damage.
Set bonus (4): An aura of frost builds when your weapon is sheathed for at least 1 minute. When you draw this weapon, it deals an extra 1d6 cold damage for the next 4 rounds.

Tempered Velkhana

Huge dragon (elder), unaligned

Armor Class 18 (natural armor)
Hit Points 275 (19d12 + 152)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	14 (+2)	16 (+3)	21 (+5)

Saving Throws Dex +8, Con+15, Wis +10, Cha +12
Skills Perception +10
Damage Resistances acid; bludgeoning, piercing, slashing damage from nonmagical attacks
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 20
Languages Draconic
Challenge 22 (41,000 XP) **Proficiency** +7

Legendary Resistance (3/Day). If the velkhana fails a saving throw, it can choose to succeed instead.

Magic Resistance. The velkhana has advantage on saving throws against spells and other magical effects.

Rime. An area covered in rime is difficult terrain. Additionally any creature that ends its turn while touching a frost covered area takes 7 (2d6) cold damage and is grappled by the frost (Escape 23).

Actions

Multiattack. The velkhana makes three attacks with its tail.

Tail. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 10 (3d6) cold damage.

Breath Weapons (Recharge 5-6). The velkhana uses one of the following breath weapons.

Cold Breath. The velkhana exhales an icy blast in a 90-foot line that is 5 feet wide. That area is covered in rime for 1 minute and each creature in that line must make a DC 23 Dexterity saving throw, taking 66 (12d10) cold damage on a failed save, or half as much damage on a successful one.

Hoarfrost Breath. The velkhana exhales an icy blast of hoarfrost in a 60-foot cone. The area is covered in rime for 1 minute and each creature in that area must make a DC 23 Constitution saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Additionally, four 1 foot thick, 10-foot-square walls of ice form within the area and last for 10 minutes. If the wall is formed on a creature's space, the creature is pushed to one side of the wall and must make a DC 23 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Each 10-foot section of the wall has 12 AC and 30 hit points, and is vulnerable to fire damage. If damaged to 0 hit points, it leaves a hole filled with freezing air. The first time a creature moves through the air on a turn, it makes a DC 23 Constitution save, taking 17 (5d6) cold damage on a failed save or half as much damage on a successful one.

Bonus Actions

Ice Armor (2/day). The velkhana coats its body in ice, granting it a +2 bonus to its AC for 1 minute, or until it takes 55 points of damage from a single creature on a turn.

Legendary Actions

The velkhana can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The velkhana regains spent legendary actions at the start of its turn.

Bite. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Wing Attack (costs 2 Actions). The velkhana beats its wings, covering the ground in a 15-foot radius in rime for 1 minute. Each creature within 15 feet of it must succeed on a DC 20 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The velkhana can then fly up to half its flying speed.

Hail Storm (Costs 3 Actions). The velkhana forms five boulder-sized chunks of ice from the water in the air that plummet to the ground at different points within 90 feet of it. Each creature in a 5-foot-radius sphere centered on each point that it chooses must make a DC 20 Dexterity saving throw. A creature takes 9 (2d8) cold damage and 9 (2d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one ice chunk is affected only once.

Tempered Velkhana

Challenge Rating 22 **Carves** 4

Carve Chance	Material	Slots
1	Elder Dragon Bone	(O)
2	Elder Dragon Blood	(O)
3-7	T.Crystal Shard	(A,W)
8-11	T.Velkhana Cortex	(A,W)
12-14	T.Velkhana Lash	(A,W)
15-17	T.Velkhana Hardclaw	(A,W)
18-19	T.Velkhana Crownhorn	(A,W)
20	T.Velkhana Crystal	(A,W)

ARMOR MATERIAL EFFECTS

T.Crystal Shard
Flinch Free. While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

T.Velkhana Cortex
Divine Blessing+3. When you take damage you are not immune or resistant to, roll a d10 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

T.Velkhana Lash
While you wear this armor you are resistant to cold damage and immune to the iceblight disease.

T.Velkhana Hardclaw
When a creature that touches or hits you with a melee weapon attack while within 5 feet of you, you can use your reaction to have it make a DC 16 Constitution saving throw. On a failed save, the creature is afflicted with iceblight for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a success. You can use this property a number of times equal to 1 + your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

T.Velkhana Crownhorn *(Sorcerer, Warlock, and Wizard Only)*
This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to coat your armor in magical ice, gaining 25 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 25 cold damage.

T.Velkhana Crystal
You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

T.Crystal Shard
Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

T.Velkhana Cortex
While attuned to this weapon you can use an action to cast the *wall of ice* (save DC 17) spell from it, but it deals only 5d6 cold damage and the wall is only 5 feet high. Once you use this property, new walls deal no damage and are only 3 feet tall until you finish along rest.

T.Velkhana Lash
While you are attuned to this weapon, you can use a bonus action to speak its command word and exhale ice in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 6d6 cold damage on a failed save, or half as much damage on a successful one.

You can use this property twice, regaining all expended uses when you finish a long rest

T.Velkhana Hardclaw
Your cold spells bypass a creatures resistance to cold damage while you are attuned to this weapon.

T.Velkhana Crownhorn
Critical Draw++. During the first round of combat your melee weapon attacks score a critical hit on a roll of 13 or higher.

T.Velkhana Crystal
Coalescence+. Whenever you succeed on a saving throw to end a condition, you gain a +2 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d6 cold, fire, or lightning damage (your choice) until the end of your next turn.

OTHER MATERIAL EFFECTS
Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

T.Velkhana Divinity

Set bonus (2): When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d8 cold damage.
Set bonus (4): An aura of frost builds when your weapon is sheathed for at least 1 minute. When you draw this weapon, it deals an extra 1d8 cold damage for the next 4 rounds.

Archtempered Velkhana

Huge dragon (elder), unaligned

Armor Class 19 (natural armor)
Hit Points 341 (22d12 + 198)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	28 (+9)	10 (+0)	18 (+4)	22 (+6)

Saving Throws Str +16, Dex +10, Con+17, Wis +12, Cha +14
Skills Perception +12
Damage Resistances acid; bludgeoning, piercing, slashing damage from nonmagical attacks
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 22
Languages Draconic
Challenge 27 (105,000 XP) **Proficiency** +8

Legendary Resistance (4/Day). If the velkhana fails a saving throw, it can choose to succeed instead.

Magic Resistance. The velkhana has advantage on saving throws against spells and other magical effects.

Rime. An area covered in rime is difficult terrain. Additionally any creature that ends its turn while touching a frost covered area takes 10 (3d6) cold damage and is grappled by the frost (Escape 25).

Actions

Multiattack. The velkhana one Bite attack and three Tail attacks.

Bite. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage plus 14 (4d6) cold damage.

Breath Weapons (Recharge 5-6). The velkhana uses one of the following breath weapons.

Cold Breath. The velkhana exhales an icy blast in a 90-foot line that is 5 feet wide. That area is covered in rime for 1 minute and each creature in that line must make a DC 25 Dexterity saving throw, taking 88 (16d10) cold damage on a failed save, or half as much damage on a successful one.

Hoarfrost Breath. The velkhana exhales an icy blast of hoarfrost in a 60-foot cone. The area is covered in rime for 1 minute and each creature in that area must make a DC 25 Constitution saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

Additionally, five 1 foot thick, 10-foot-square walls of ice form within the area and last for 10 minutes. If the wall is formed on a creature's space, the creature is pushed to one side of the wall and must make a DC 25 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

Each 10-foot section of the wall has 15 AC and 50 hit points, and is vulnerable to fire damage. If damaged to 0 hit points, it leaves a hole filled with freezing air. The first time a creature moves through the air on a turn, it makes a DC 25 Constitution save, taking 17 (5d6) cold damage on a failed save or half as much damage on a successful one.

Bonus Actions

Hoarfrost Armor (2/day). The velkhana coats its body in ice, granting it a +2 bonus to its AC and resistance to bludgeoning, piercing, slashing damage for 1 minute, or until it takes 60 points of damage from a single creature on a turn.

Legendary Actions

The velkhana can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The velkhana regains spent legendary actions at the start of its turn.

Bite. The velkhana makes one Bite attack.

Wing Attack (costs 2 Actions). The velkhana beats its wings, covering the ground in a 15-foot radius in rime for 1 minute. Each creature within 15 feet of it must succeed on a DC 24 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The velkhana can then fly up to half its flying speed.

Hail Storm (Costs 3 Actions). The velkhana forms six boulder-sized chunks of ice from the water in the air that plummet to the ground at different points within 120 feet of it. Each creature in a 5-foot-radius sphere centered on each point that it chooses must make a DC 22 Dexterity saving throw. A creature takes 13 (3d8) cold damage and 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one ice chunk is affected only once.

Archtempered Velkhana

Challenge Rating 27 **Carves** 4

Carve Chance	Material	Slots
1	Elder Dragon Bone	(O)
2	Elder Dragon Blood	(O)
3-7	AT.Crystal Shard	(A,W)
8-11	AT.Velkhana Cortex	(A,W)
12-14	AT.Velkhana Lash	(A,W)
15-17	AT.Velkhana Hardclaw	(A,W)
18-19	AT.Velkhana Crownhorn	(A,W)
20	AT.Velkhana Crystal	(A,W)

ARMOR MATERIAL EFFECTS

AT.Crystal Shard
Flinch Free. While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

AT.Velkhana Cortex
Divine Blessing+4. When you take damage you are not immune or resistant to, roll a d12 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

AT.Velkhana Lash
While you wear this armor you are resistant to cold damage and immune to the iceblight disease.

AT.Velkhana Hardclaw
When a creature that touches or hits you with a melee weapon attack while within 5 feet of you, you can use your reaction to have it make a DC 16 Constitution saving throw. On a failed save, the creature is afflicted with iceblight for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a success. You can use this property a number of times equal to 1 + your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

AT.Velkhana Crownhorn *(Sorcerer, Warlock, and Wizard Only)*
This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to coat your armor in magical ice, gaining 30 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 30 cold damage.

AT.Velkhana Crystal
You are immune to cold damage and resistance to radiant damage while you wear this armor.

WEAPON MATERIAL EFFECTS

AT.Crystal Shard
Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

AT.Velkhana Cortex
While attuned to this weapon you can use an action to cast the *wall of ice* (save DC 19) spell from it. Once you use this property, new walls deal no damage and are only 3 feet tall until you finish along rest.

AT.Velkhana Lash
While you are attuned to this weapon, you can use a bonus action to speak its command word and exhale ice in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 7d6 cold damage on a failed save, or half as much damage on a successful one.

You can use this property twice, regaining all expended uses when you finish a long rest

AT.Velkhana Hardclaw
While you are attuned to this weapon, your cold spells deal full damage to a creature that has resistance to cold damage and half damage to a creature that has immunity to cold damage.

AT.Velkhana Crownhorn
Critical Draw++. During the first round of combat your melee weapon attacks score a critical hit on a roll of 13 or higher.

AT.Velkhana Crystal
Coalescence+2. Whenever you succeed on a saving throw to end a condition, you gain a +3 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d8 cold, fire, or lightning damage (your choice) until the end of your next turn.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

AT.Velkhana Divinity

Set bonus (2): When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d10 cold damage.
Set bonus (4): An aura of frost builds when your weapon is sheathed for at least 1 minute. When you draw this weapon, it deals an extra 1d10 cold damage for the next 4 rounds.

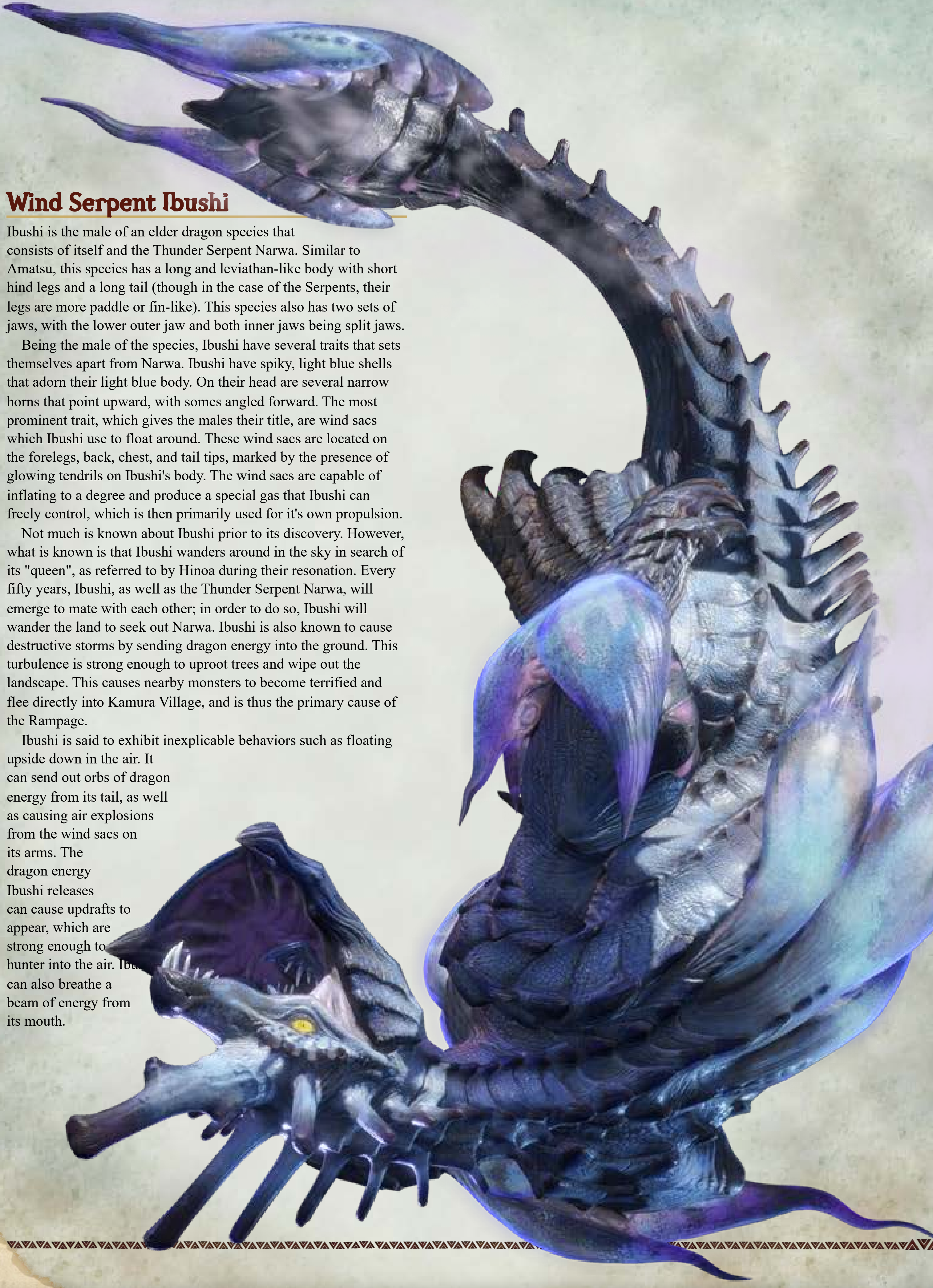
Wind Serpent Ibushi

Ibushi is the male of an elder dragon species that consists of itself and the Thunder Serpent Narwa. Similar to Amatsu, this species has a long and leviathan-like body with short hind legs and a long tail (though in the case of the Serpents, their legs are more paddle or fin-like). This species also has two sets of jaws, with the lower outer jaw and both inner jaws being split jaws.

Being the male of the species, Ibushi have several traits that sets themselves apart from Narwa. Ibushi have spiky, light blue shells that adorn their light blue body. On their head are several narrow horns that point upward, with somes angled forward. The most prominent trait, which gives the males their title, are wind sacs which Ibushi use to float around. These wind sacs are located on the forelegs, back, chest, and tail tips, marked by the presence of glowing tendrils on Ibushi's body. The wind sacs are capable of inflating to a degree and produce a special gas that Ibushi can freely control, which is then primarily used for it's own propulsion.

Not much is known about Ibushi prior to its discovery. However, what is known is that Ibushi wanders around in the sky in search of its "queen", as referred to by Hinoa during their resonation. Every fifty years, Ibushi, as well as the Thunder Serpent Narwa, will emerge to mate with each other; in order to do so, Ibushi will wander the land to seek out Narwa. Ibushi is also known to cause destructive storms by sending dragon energy into the ground. This turbulence is strong enough to uproot trees and wipe out the landscape. This causes nearby monsters to become terrified and flee directly into Kamura Village, and is thus the primary cause of the Rampage.

Ibushi is said to exhibit inexplicable behaviors such as floating upside down in the air. It can send out orbs of dragon energy from its tail, as well as causing air explosions from the wind sacs on its arms. The dragon energy Ibushi releases can cause updrafts to appear, which are strong enough to hunter into the air. Ibu can also breathe a beam of energy from its mouth.



Wind Serpent Ibushi

Gargantuan dragon (elder), chaotic evil

Armor Class 18 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +11, Wis +8, Cha +9
Skills Acrobatics +6, Perception +8
Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, prone
Senses darkvision 120 ft., passive Perception 18
Languages Draconic, telepathy 1 mile (see resonance)
Challenge 19 (22,000 XP) **Proficiency** +6

Legendary Resistance (3/Day). If the ibushi fails a saving throw, he can choose to succeed instead.

Magic Resistance. The ibushi has advantage on saving throws against spells and other magical effects.

Resonance. The first time an elf, wyverian, creature who can deal psychic damage, or has psionic abilities enters a location 1 mile of the ibushi, it must succeed on a DC 25 Intelligence or Wisdom saving throw (target's choice). A creature with psionic abilities makes its save with advantage.

On a successful save, the target resonates with the ibushi. When the resonating creature is within 1 mile of the ibushi, its eyes glow a light blue color, it can hear the ibushi's thoughts. The creature can also sense the ibushi's presence and may speak the ibushi's thoughts out loud when it is within 600 feet of him. On a failed save, the creature does not resonate with the ibushi and is immune to the ibushi's Resonance forever.

Siege Monster. The ibushi deals double damage to objects and structures.

Actions

Multiattack. The ibushi uses his Updraft. He then makes two Bite attacks or one Tail attack.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 20 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 10 (3d6) necrotic damage.

Updraft. The ibushi sends his energy into the ground, unleashing torrential winds at three different points within 120 feet of him that last until the start of his next turn. The winds cover a 10-foot-radius, 40-foot high cylinder centered on each point. When the winds appear, or when a creature enters the winds space for the first time on its turn, it must succeed on a DC 19 Strength saving throw or be launched 40 feet into the air by the updraft. If the creature has a fly speed, it can use his reaction to recover 30 feet above the ground. A creature that doesn't have a fly speed falls prone on the ground, taking 3 (1d6) bludgeoning damage for every 10 feet it travels.

Boulder Smash (1/day). The ibushi curls up into a ball, gathering five large chunks of the terrain that hover around him. The chunks of terrain can be attacked and destroyed (AC 10; hp 30). While at least 2 chunks remain around the ibushi, he has half-cover. As a bonus action, the ibushi can fling a chunk of terrain at a point within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 19 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The ibushi can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ibushi regains spent legendary actions at the start of his turn.

Charged Dragon Cannon (1/round). The ibushi spins in a circle while releasing a beam of energy from his mouth in a 30-foot radius around it. Each creature in that area must succeed on a DC 19 Dexterity saving throw, taking 22 (4d10) necrotic damage and be afflicted with dragonblight for 1 minute on a failed save, or half as much damage and isn't afflicted with dragonblight on a successful one. A creature can repeat its saving throw at the end of its turn, ending the dragonblight on a success.

Dragon Burst (1/round). The ibushi gathers energy in one of his arms before unleashing a giant ball of draconic energy at a creature within 60 feet of him. That creature must make a DC 19 Dexterity saving throw, taking 28 (8d6) necrotic damage, be afflicted with dragonblight for 1 minute, and launched 20 feet into the air on a failed save, or half as much damage, isn't afflicted with dragonblight, and isn't launched into the air on a successful one. A creature can repeat its saving throw at the end of its turn, ending the dragonblight on a success.

Dragon's Corkscrew (1/round). The ibushi moves up to his fly speed in a straight line while spinning. During this move he can move through the spaces of other creatures without provoking opportunity attacks. Each creature the ibushi moves through must make a DC 19 Dexterity saving throw, taking 18 (3d8 + 5) bludgeoning damage and be knocked prone on a failed save, or half as much damage and is pushed 5-feet into an unoccupied space out of the way of the ibushi's path (PC choice). A creature that has no place to move to, automatically fails its saving throw.

Wind Burst Wave (1/round). The ibushi fires a cascade of wind in a 90-foot line that is 5-feet wide. Each creature in that line must succeed on a DC 19 Dexterity saving throw or take 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one.

Wind Serpent Ibushi

Challenge Rating 19 **Carves** 4

Carve Chance	Material	Slots
1	Elder Dragon Bone	(O)
2	Elder Dragon Blood	(O)
3-7	Ibushi Carapace	(A,W)
8-11	Ibushi Hide	(A,W)
12	Ibushi Horn	(A,W)
13-14	Ibushi Windsac	(A,W)
15-16	Ibushi Bluespike	(A,W)
17-19	Ibushi Claw	(A,W)
20	Wind Serpent Orb	(A,W)

ARMOR MATERIAL EFFECTS

Ibushi Carapace
Flinch Free. While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

Ibushi Hide
Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Ibushi Horn
You are immune to thunder damage while you wear this armor.

Ibushi Windsac
You have a flying speed of 60 feet while you wear this armor.

Ibushi Bluespike *(Lance & Greatsword Only)*
Your Guard AC bonus now lasts until the start of your next turn and you cannot be knocked prone.

Ibushi Claw
Evade Extender (L). You have a +3 bonus to Dexterity saving throws while you wear this armor.

Wind Serpent Orb
Resonance. When you attune to this armor for the first time, choose one willing creature which you are familiar with. While attuned to this armor, you and the willing creature are linked as if by the *telepathy* spell. You cannot link to a new creature until the willing creature dies. The link is also lost if the material is removed from the armor or trinket.

WEAPON MATERIAL EFFECTS

Ibushi Carapace
FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charges, spirit, or phial charges.

Ibushi Hide *(Hammer Only)*
Slugger. While attuned to this weapon, you can use the Hammer's *Mighty Weapon* skill two additional times between rests.

Ibushi Horn
Stamina Surge+2. While attuned to this weapon, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

Ibushi Windsac
While you are attuned to this weapon, your thunder spells bypass a creature's resistance.

Ibushi Bluespike
Wind Slash. This weapon has 10 runes that it regains daily at dawn. Before you make your first attack on your turn with this weapon, you can expend one or more runes to extend its reach by 10 feet for each rune expended until the end of your turn. This weapon deals thunder damage instead of its normal weapon damage when you hit a target outside of its normal reach and the target takes an extra 1d6 thunder damage.

Ibushi Claw
While you are holding your weapon, you gain +2 bonus to spell attack rolls and you ignore half cover when making a spell attack.

Wind Serpent Orb
Power Prolonger. Depending on which weapon this material is placed into, it gains the following benefits:

- **Dual Blades.** *Demon/Archdemon Mode* duration is increased by 30 seconds.
- **Great Sword.** *Guard* grants a +4 AC bonus for the duration of the turn it is used.
- **Hunting Horn.** *Melodies* duration is increased by 1 minute.
- **Insect Glaive.** *Kinsects Essence* duration is increased by 1 minute.
- **Lance.** *Powerguard* grants a +4 AC bonus for the duration of the turn it is used.
- **Switch Axe.** You regain one extra expended charge when you hit a creature in axe mode.
- **Tonfas.** *Earth Style.* weapon damage die is increased to a d10.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Wind Serpent Ibushi Material Bonus*

When a character has 2+ ibushi materials socketed into their equipment, they gain each of the following the *Wind Alignment* bonuses.

Wind Alignment (2 materials). You have resistance to necrotic damage while you wear this armor.

Wind Alignment (3 materials). You are immune to necrotic damage while you wear this armor.

Wind Alignment (4 materials). This armor has three lucky points. It regains all expended points daily at dawn. When you roll on a creature's loot table you can expend one lucky point, to reroll it and take the new roll.

** The Wind Alignment bonuses ignore the standard armor rules*

Xeno'jiiva

Xeno'jiiva is a large dragon with an otherworldly appearance. It has two eyes and six orange glowing spots running up the length of its horns. Parts of its body glow ethereal blue, making its skin appear crystalline and translucent. Its wings are frayed at the edge of the membrane and are grayish-blue in color.

Little is known about Xeno'jiiva since it is an entirely new species of Elder Dragon unknown to the Guild. The Third Fleet Master proposes that Xeno'jiiva might be a creature that needs to consume the energies of other lifeforms to grow. Although she admits that it might've been a coincidence that Xeno'jiiva wounded up thriving in the Elder's Recess, she doesn't believe in coincidence.

It is unknown whether Xeno'jiiva is the cause of the Elder Crossing, or if the New World was already a graveyard for dragons and Xeno'jiiva was merely exploiting the resident energies of the land. Either way, it incubated in the bioenergy and craved more, using some sort of pheromone to draw more Elders across the sea.

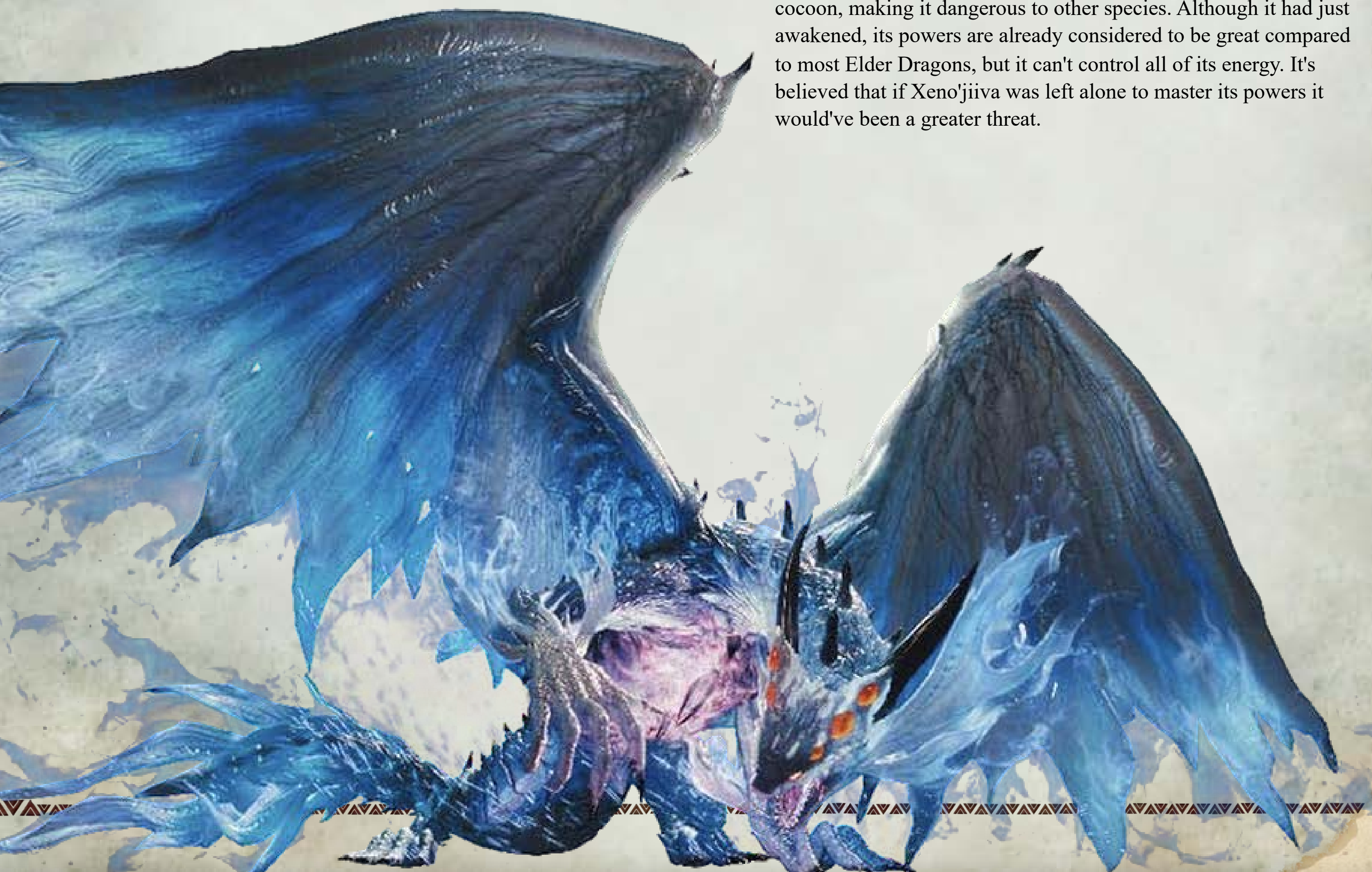
From its wings being folded up tightly in its cocoon, they aren't yet fully functional, meaning Xeno'jiiva can't immediately fly upon emergence. Once energy has flowed into its wings, it's capable of flight. It has five fingers on its hands and four toes on its feet, both ending in razor-sharp claws. It uses its hands to attack enemies, cleaving flesh right off the bone, while it can stand upright for short periods by using its rear legs. Xeno'jiiva is often called the "Dark Light Dragon" from a red glowing organ inside of its chest. This heat organ distributes large amounts of energy to Xeno'jiiva's arms, tail, and head to amplify its strength. By concentrating its energy in those parts of its body, Xeno'jiiva can release mounds of it all at once when it attacks. Its energy is most concentrated in its head. Instead of destructive explosions like its other parts, Xeno'jiiva can breathe powerful beams that burn just about anything that comes in contact with them, including the ground. By firing those beams out of its mouth, it is able to maintain the amount of energy inside of its body.

If its heat organ is left to produce large amounts of energy, and the build-up of it reaches a certain level, an explosion of energy will engulf Xeno'jiiva's body. In this state, portions of Xeno'jiiva's body are covered in blue flames, and its strength, as well as the amount of energy it uses, is increased. Xeno'jiiva becomes unstable when it builds up too much energy inside of its body, affecting its mass, so it needs to release as much as possible. Xeno'jiiva is known to become exhausted for a long period of time after releasing so much energy.

Although Xeno'jiiva is already an adult, it's believed that it'll further change as it grows. Scholars in the commission theorize that Xeno'jiiva will lose its transparent skin as it further grows and that it'll be able to generate energy infinitely in its body via its heat organ, meaning it won't ever need to feed on other creatures for subsistence. They also think that Xeno'jiiva could learn to maintain a high energy state permanently over time. Since much about Xeno'jiiva is still a mystery, it's up in the air whether it could become stronger in the future or not.

Xeno'jiiva can attract other Elder Dragons to its location with its immense energy pulses or special pheromones, causing the Elder Crossing to happen every ten years instead of every hundred. This also causes the geography of an area, the New World, in this case, to change constantly from all the natural phenomena, which is caused by other Elder Dragons, going off at once. From it feeding on the bioenergy of dead Elder Dragons for decades, it has gained enough power to be considered the Emperor of Elder Dragons and could bring mass destruction to whole ecosystems if one was ever allowed to leave its nest.

Xeno'jiiva is immediately hostile the moment it emerges from its cocoon, making it dangerous to other species. Although it had just awakened, its powers are already considered to be great compared to most Elder Dragons, but it can't control all of its energy. It's believed that if Xeno'jiiva was left alone to master its powers it would've been a greater threat.



Xeno'jiiva

Gargantuan dragon (elder), unaligned

Armor Class 18 (natural armor)
Hit Points 425 (23d20 + 184)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	27 (+8)	3 (-4)	20 (+5)	14 (+2)

Saving Throws Int +4, Wis +13, Cha +10
Skills Perception +13
Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 23
Languages —
Challenge 25 (75,000 XP) **Proficiency** +8

Legendary Resistance (3/Day). If the xeno'jiiva fails a saving throw, it can choose to succeed instead.

Magic Resistance. The xeno'jiiva has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The xeno'jiiva can use its frightful presence. It then makes three Bite attacks and two Claw attacks. Or it makes three Blue Flame attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the xeno'jiiva can't bite another target.

Blue Flames. *Ranged Weapon Attack.* +8 to hit, range 80/320 ft., one target. *Hit:* 36 (8d8) fire damage.

Claw. *Melee Weapon Attack.* +15 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Tail. *Melee Weapon Attack.* +15 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Frightful Presence. Each creature of the xeno'jiiva choice that is within 120 feet of the xeno'jiiva and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the xeno'jiiva's Frightful Presence for the next 24 hours.

Swallow. The xeno'jiiva makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the xeno'jiiva, and it takes 38 (11d6) acid damage at the start of each of the xeno'jiiva's turns. If the xeno'jiiva takes 50 damage or more on a single turn from a creature inside it, the xeno'jiiva must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the xeno'jiiva. If the xeno'jiiva dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Fire breath (Recharge 5-6). The xeno'jiiva exhales a beam of blue fire in a 120-foot line that is 10-feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 77 (14d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The xeno'jiiva can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The xeno'jiiva regains spent legendary actions at the start of its turn.

Detect. The xeno'jiiva makes a Wisdom (Perception) check.

Tail Attack. The xeno'jiiva makes a Tail attack.

Chomp (Costs 2 Actions). The xeno'jiiva makes one bite attack or uses its Swallow.

Wing Attack (Costs 2 Actions). The xeno'jiiva beats its wings. Each creature within 15 feet of the xeno'jiiva must succeed on a DC 23 Dexterity saving throw or take 25 (4d8 + 7) bludgeoning damage and be knocked prone. The xeno'jiiva can then fly up to half its flying speed.

Xeno'jiiva

Challenge Rating 25
Carves 8

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Xeno'jiiva Shell	(A,W)
9-11	Xeno'jiiva Soulscale	(A,W)
12-13	Xeno'jiiva Claw	(A,W)
14-15	Xeno'jiiva Horn	(A,W)
16-17	Xeno'jiiva Wing	(A,W)
18-19	Xeno'jiiva Veil	(A,W)
20	Xeno'jiiva Gem	(A,W)

ARMOR MATERIAL EFFECTS

Xeno'jiiva Shell
Flinch Free. While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

Xeno'jiiva Soulscale
Your Constitution score is 19 while you wear this armor. It has no effect on you if your Constitution is already 19 or higher.

Xeno'jiiva Claw
Archaeologist+. When you successfully gather a bone resource, you gather an extra 1d4 more.

Xeno'jiiva Horn
While wearing this armor you have advantage on saving throws against spells and other magical effects.

Xeno'jiiva Wing
You have a flying speed of 60 feet while you wear this armor.

Xeno'jiiva Veil
While you're wearing this armor, you can speak its command word as an action to gain the effect of the *etherealness* spell, which lasts for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

Xeno'jiiva Gem
You have resistance to cold, fire, and lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Xeno'jiiva Shell *(Bow Only)*
Special Ammo Boost +2. Your coating now coats up to 30 arrows and your dragonpiercer deals an extra 3d6 piercing damage.

Xeno'jiiva Soulscale
Partbreaker +4. You deal an extra 1d12 damage when you critically hit with this weapon.

Xeno'jiiva Claw
Your weapon deals an extra 1d10 force damage.

Xeno'jiiva Horn
This weapon has 3 runes. As an action, you can speak the weapons's command word and expend 1 rune. For the next 10 minutes, you have truesight out to 120 feet.

The weapon regains 1d3 expended runes daily at dawn.

Xeno'jiiva Wing
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

Xeno'jiiva Veil
Power Prolonger. Depending on which weapon this material is placed into, it gains the following benefits:

- **Dual Blades.** *Demon/Archdemon Mode* duration is increased by 30 seconds.
- **Great Sword.** *Guard* grants a +4 AC bonus for the duration of the turn it is used.
- **Hunting Horn.** *Melodies* duration is increased by 1 minute.
- **Insect Glaive.** *Kinsects Essence* duration is increased by 1 minute.
- **Lance.** *Powerguard* grants a +4 AC bonus for the duration of the turn it is used.
- **Switch Axe.** You regain one extra expended charge when you hit a creature in axe mode.
- **Tonfas.** *Earth Style.* weapon damage die is increased to a d10.

Xeno'jiiva Gem
Xeno'jiiva Divinity. This material cannot be placed in a trinket. When placed in a specific weapon it gains one of the following benefits:

(*Melee Weapon except the Magus Staff*) When you expend a rune for a weapon material effect, there is a 50 % chance to not expend the rune.

(*Range Weapon*) Attacks with a bow or bowgun has a 50% chance to not expend coatings or ammo.

(*Magus Staff*) When you cast a 6th-level or lower spell there is a 10% chance the spell slot is not used.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Elder Dragon Bone
Any rarity armor upgrade material.

Yama Tsukami

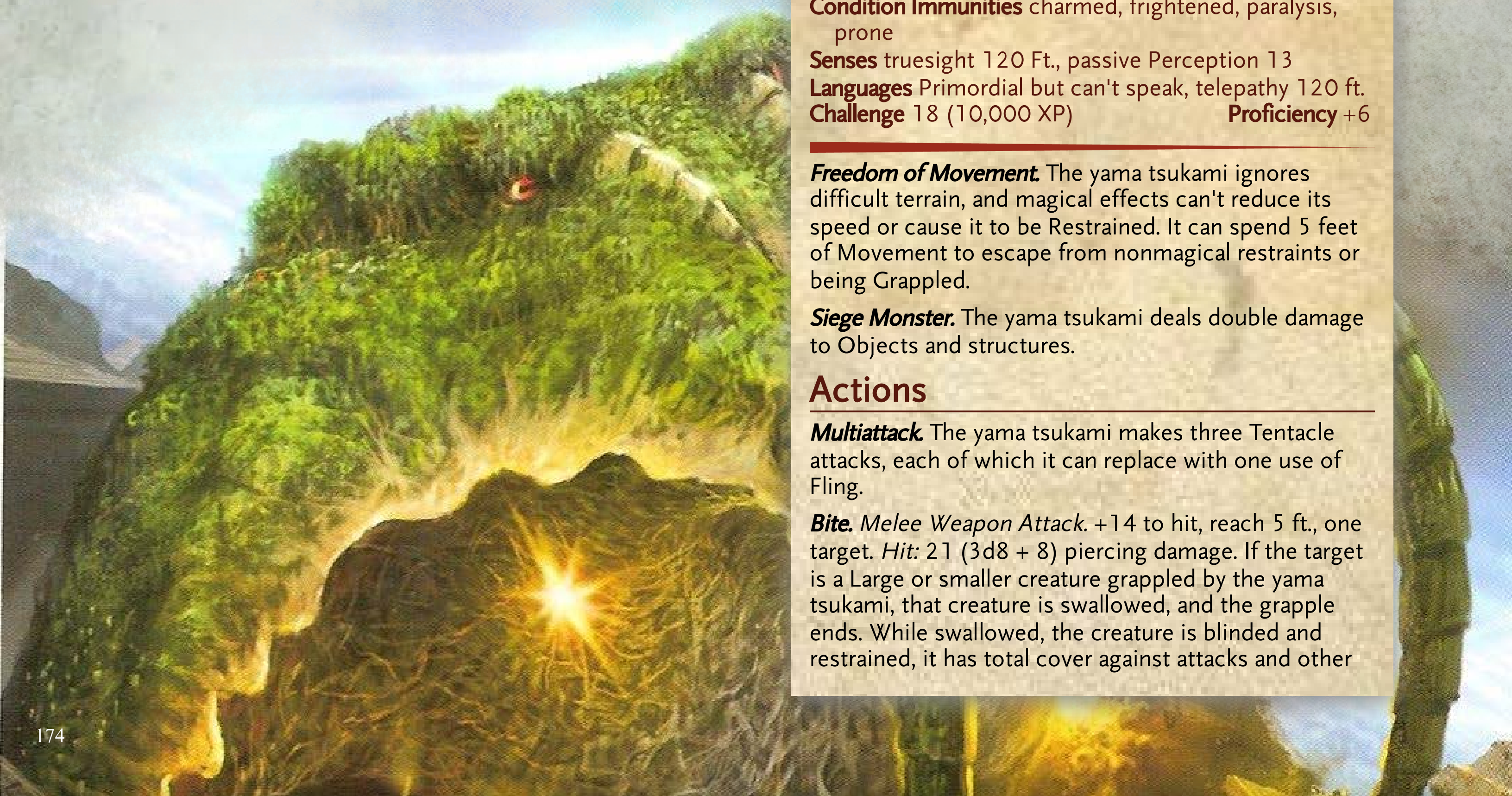
Yama Tsukami is an unusual Elder Dragon with an octopus-like body. It is covered in moss, algae, and other plant life, and boasts a set of four thick tentacles. In addition, it possesses two large whiskers and an oddly human-like set of teeth and gums. It produces gas within its body in order to keep itself afloat.

Yama Tsukami are constantly traveling through different areas in order to find suitable fertile land for them to feed on, even traveling over vast seas. Yama Tsukami is a dangerous monster that can potentially swallow a whole village or town. However it is believed that the winds in environments can send Yama Tsukami unintentionally into some areas so it might not intentionally be heading to attack towns. Though, most heavily forested areas are most at risk of getting eaten by a Yama Tsukami. Strangely around parts of a Great Forest, Yama Tsukami of different colors and sizes have been seen. It's theorized that they are either adults and juveniles, subspecies, or just environmental conditions. Most believe that it is due to environmental conditions that there are many different Yama Tsukami.

Yama Tsukami's most notable adoption is its ability to float with no obvious method of propulsion. From the large amounts of dirt and rotting flesh that a Yama Tsukami has swallowed, it all produces a gas inside its body that allows it to float in the air without wings. It is able to control the amount of gas it uses and able to use it as a rudder as it floats in the air.

It can even use the gas as a weapon and as a defensive shield. Despite being able to control it, Yama Tsukami can be knocked out of the air and even by crashing into the ground randomly. The creature has four large tentacles that may serve as multipurpose appendages. These tentacles are light yet very slimy It could use these to snare prey, uproot plants, or anchor itself to landmasses or trees. At the end of these tentacles, there seem to be claws. It also uses them like whips when defending itself, crushing anything that tries to challenge it.

Yama Tsukami also has a pair of large whiskers, which it uses as tentacles as well. Yama Tsukami has the parasitic Dragonwood and the mysterious Dragonmoss growing from its back along with trees and many different plants. The exact cause of this is its feeding on forest and on lakes along with its blood which is the nutrients for many different species of plants. Due to this, Yama Tsukami have become a "special" environment for some living things such as the Great Thunderbug. Sometimes as it eats whole forests and lakes, Yama Tsukami will also suck up or eat Great Thunderbugs that are caught in its mouth. From the Yama Tsukami being a "special" environment for them, they become quite different from the normal Great Thunderbugs and develop differently compared to them. They even seem to develop a bond with Yama Tsukami and will defend it from any potential threats. Yama Tsukami have incredibly long lifespans numbering in the thousands of years.



Yama Tsukami

Gargantuan monstrosity (Elder), unaligned

Armor Class 17 (natural armor)
Hit Points 264 (16d20+96)
Speed 10 ft., fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	23 (+6)	15 (+2)	16 (+3)	10 (+0)

Saving Throws Str +14, Dex +6, Con, +12, Wis +9
Damage Resistances acid, cold, fire, thunder
Condition Immunities charmed, frightened, paralysis, prone
Senses truesight 120 Ft., passive Perception 13
Languages Primordial but can't speak, telepathy 120 ft.
Challenge 18 (10,000 XP) **Proficiency** +6

Freedom of Movement. The yama tsukami ignores difficult terrain, and magical effects can't reduce its speed or cause it to be Restrained. It can spend 5 feet of Movement to escape from nonmagical restraints or being Grappled.

Siege Monster. The yama tsukami deals double damage to Objects and structures.

Actions

Multiattack. The yama tsukami makes three Tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. If the target is a Large or smaller creature grappled by the yama tsukami, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the yama tsukami, and it takes 42 (12d6) acid damage at the start of each of the yama tsukami's turns. If the yama tsukami takes 40 damage or more on a single turn from a creature inside it, the yama tsukami must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the yama tsukami. If the yama tsukami dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 15 feet of Movement, exiting prone.

Tentacle. *Melee Weapon Attack.* +14 to hit, reach 20ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is Restrained. The yama tsukami has six tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature Grappled by the yama tsukami is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 22 Dexterity saving throw or take the same damage and be knocked prone.

Fire Plume (Recharge 5-6). The yama tsukami releases a plume of fire from its underside in a 30-foot radius around it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one.

Summon Great Thunderbugs (Recharge 6). The yama tsukami releases 5 (1d10) great thunderbugs from its mouth that occupy a space within 20 feet of the yama tsukami.

When a great thunderbug summoned by the yama tsukami dies, it explodes in a burst of lightning. Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The yama tsukami can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The yama tsukami regains spent legendary actions at the start of its turn.

Summon Great Thunderbugs or Fire Plume. The yama tsukami uses its Summon Great Thunderbugs or Fire Plume.

Tentacle Attack or Fling. The yama tsukami makes a tentacle Attack or uses its Fling.

Whirlwind (Costs 2 Actions). The yama tsukami extends out all of its tentacles and spins in circles. Each creature within a 20 foot radius of the yama tsukami must succeed on a DC 22 Dexterity saving throw, taking 22 (4d10) bludgeoning damage and are knocked prone on a failed save.

Yama Tsukami

Challenge Rating 18 **Carves** 6

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Tsukami Fluid	(A,W)
5-9	Tsukami Hide	(A,W)
10-14	Dragonwood	(A,O)
15-16	Dragonmoss	(A,W)
17-20	Tsukami Fillet	(A,W)

ARMOR MATERIAL EFFECTS

Tsukami Fluid
You have advantage on saving throws against paralysis while you wear this armor.

Tsukami Hide
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Dragonwood
Forager+. When you harvest mushrooms, you harvest an extra 1d4 more.

Dragonmoss
While attuned to this armor, your Strength score changes to 25. If your Strength is already equal to or greater than 25, the material has no effect on you.

Tsukami Fillet
All Resist. You have resistances to fire, cold, and lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Tsukami Fluid
Load Up+. While attuned to this weapon, you increase the maximum capacity for all your ammo by 2.

Tsukami Hide
While you are attuned to this weapon, you can make one attack with it as a bonus action on each of your turns.

Dragonmoss
Mind's Eye. Your attacks with this weapon bypass the damage resistances of any creature.

Tsukami Fillet *(Bow Only)*
Paralysis Coating Up. When a creature must succeed on a saving throw after being hit by an arrow coated with the paralysis coating, or when it repeats its saving throw in an attempt to end the effect, it does so at disadvantage.

OTHER MATERIAL EFFECTS

Elder Dragon Blood
Any rarity weapon upgrade material.

Dragonwood
Any rarity armor or weapon upgrade material.

Fanged Beasts

Once known as Pelagus, Fanged Beasts are mammalian creatures with no wings. They are often much faster than other larger threats, but not all of them are aggressive. Many of these beasts will ignore adventurers unless they make themselves known or startle the beast. While other Fanged Beasts attack on site, using the environment and speed to their advantage.

Fanged Beasts exhibit a wide variety of dietary habits; some are strictly herbivorous or carnivorous, while others subsist on insects. Most of them have unique attributes for survival, such as powerful forelimbs or large tusks, and are well evolved for the environment they live in. Others form packs, with the strongest of them as the Alpha.

Arzuros

Arzuros is noted for its turquoise colored fur and ursine body structure. It has a ridge of erect hair aligned with its nose. Its back is made of a tough hide, somewhat characteristic of a carapace. Hair runs from its cheeks, connecting to its back, where it forms a trim along the sides of the back. The claws of an Arzuros have elongated, red nails. Each claw has a tough brace encasing and protecting the wrist and forearm. Arzuros has large, bulky legs connected to much smaller feet and a short, wide tail.

Arzuros is armed with two vicious claws which it uses for most of its attacks. It can use its large body and surprising agility for charge attacks and pinning down prey.

Arzuros are omnivorous creatures that enjoy feasting on fish and honey. When eating honey, Arzuros pays little to no attention to its surroundings. When threatened by other large monsters, Arzuros will try to use its size and claws to frighten the monster, or will use its agility to escape. Arzuros often hangs its tongue out of its mouth.

Young Arzuros

Female arzuros give birth to 1-6 black furred arzuros cubs at a time. The cubs grow very quickly, evident by their fur changing to blue and yellow, and arm braces hardening. They weigh about 80 pounds by the time they are one year old. Arzuros between the ages of one and two are known as young arzuros.

Arzuros cubs and young arzuros stay with their mothers until about one and a half years. During that time, their mother defends them, warms them, and nurses them. Foraging mothers come immediately when their cubs cry. Once the two years pass they leave in search of their own territory to live in.

Arzuros

Large beast (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	8 (-1)	8 (-1)

Damage Resistances acid
Damage Immunities necrotic
Senses passive Perception 9
Languages —
Challenge 4 (1,100 XP) **Proficiency** +2

Keen Smell. The arzuros has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The arzuros makes one Bite attack, one Body Slam attack, and one Claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Body Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Bonus Actions

Aggressive. The arzuros moves up to its speed toward a hostile creature that it can see.

Arzuros

Challenge Rating 4 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-5	Honey x2	(O)
7-14	6-7	Arzuros Pelt	(A,W)
15-17	8-13	Arzuros Shell	(A)
18	14-17	Azure Jumbo Bone	(A,W,O)
19-20	18-20	Arzuros Brace	(A,W)

ARMOR MATERIAL EFFECTS

Arzuros Pelt
Botanist. When you successfully gather a plant resource, you instead gather 2.

Arzuros Shell
You have a +1 bonus to Athletics checks while you wear this armor.

Azure Jumbo Bone
Archaeologist. When you successfully gather a bone resource, you instead gather 2.

Arzuros Brace
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to bludgeoning damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Arzuros Pelt
While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

Azure Jumbo Bone
Your bludgeoning weapon deals an extra 2 bludgeoning damage.

Arzuros Brace
You are proficient in unarmed strikes while you are attuned to this weapon. Additionally, your unarmed strikes deal slashing damage instead of bludgeoning damage and you can use a d6 in place of the normal weapon damage dice with unarmed strikes.

OTHER MATERIAL EFFECTS

Honey
Item found in (AGtMH p.74)

Azure Jumbo Bone
Uncommon armor upgrade material.

Young Arzuros

For a young arzuros use the Brown Bear stat block *(Monster Manual p.319)*, but its Wisdom ability score is 8. Use the **arzuros cub** for its loot table.

Arzuros Cub

Small beast (fanged), unaligned

Armor Class 11 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	8 (-1)	7 (-2)

Damage Resistances necrotic
Senses passive Perception 9
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Keen Smell. The arzuros has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Arzuros Cub

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-10	Honey	(O)
11-19	Arzuros Cub Shell	(A)
20	Arzuros Cub Pelt	(A,O)

ARMOR MATERIAL EFFECTS

Arzuros Cub Shell
You have a +1 bonus to Investigation checks while you wear this armor.

Arzuros Cub Pelt
Botanist. When you successfully gather a plant resource, you instead gather 2.

OTHER MATERIAL EFFECTS

Arzuros Cub Pelt
When this material is placed into a trinket, that trinket becomes a magical 8oz jar that fills with honey once every 7 days.

Honey
Item found in *(AGtMH p.74)*

Bloodsoaked Arzuros

Large beast (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 150 (20d10 + 40)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Con +6, Wis +3
Skills Athletics +8, Perception +3
Senses passive Perception 13
Languages —
Challenge 11 (7,200 XP) **Proficiency** +4

Blood Armor. Whenever the arzuros deals damage to a creature that isn't an undead or a construct, it gains a +2 bonus to its AC until the end of its next turn.

Blood Frenzy. The arzuros has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Smell. The arzuros has advantage on Wisdom (Perception) checks that rely on smell.

Seeing Red. The arzuros has resistance to bludgeoning, piercing, and slashing damage when it can see a creature that doesn't have all its hit points, isn't an undead or a construct, and is still conscious.

Actions

Multiattack. The arzuros makes one Bite attack, one Body Slam attack, and one Claw attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 5 (2d4) necrotic damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Body Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Bonus Actions

Aggressive. The arzuros moves up to its speed toward a hostile creature that it can see.

Legendary Actions

The arzuros can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The arzuros regains spent legendary actions at the start of its turn.

Claw. The arzuros makes one Claw attack.

Move. The arzuros moves up to its speed without provoking opportunity attacks.

Roar (Costs 2 Actions). The arzuros roars at the top of its lungs. Each creature within 10 feet of the arzuros must succeed on a DC 14 Constitution saving throw or be pushed 5 feet away from the arzuros and knocked prone. If the saving throw fails by 5 or more, the target is also incapacitated until the end of its next turn.

Bloodsoaked Arzuros

Challenge Rating 11 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-5	Blood Honey x2	(O)
7-14	6-7	Bloodsoaked Pelt	(A,W)
15-17	8-13	Bloodsoaked Shell	(A)
18	14-17	Bloodsoaked Jumbo Bone	(W,O)
19-20	18-20	Bloodsoaked Allbrace	(A,W)

ARMOR MATERIAL EFFECTS

Bloodsoaked Pelt
Honey Hunter+. When you use an herbalist kit to gather plants, you gather 1 honey with it. The honey has a 50% chance to be blood honey.

Bloodsoaked Shell
While wearing this armor, you have advantage on Wisdom (Perception) checks that rely on smell.

Bloodsoaked Allbrace
While you are wearing this armor, you can use your action to gain resistance to bludgeoning damage for 1 minute. Once you use this property, you cannot use it again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Bloodsoaked Pelt
While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

Bloodsoaked Jumbo Bone
Your bludgeoning weapon deals an extra 1d6 necrotic damage.

Bloodsoaked Allbrace
You are proficient in unarmed strikes while you are attuned to this weapon. Additionally, your unarmed strikes deal slashing damage instead of bludgeoning damage and you can use a d8 in place of the normal weapon damage dice with unarmed strikes.

OTHER MATERIAL EFFECTS

Blood Honey
You can add this to a potion, increasing the amount it heals by 2d4 and curing one disease afflicting the drinker. (Alchemy DC 12) You cannot add more than one blood honey to a potion.

Bloodsoaked Jumbo Bone
Very rare armor or weapon upgrade material.

Bishaten

The bishaten is a fanged beast with an odd body shape. Its body is covered mainly in cream-colored fur, while its arms and legs are covered in blue fur. Similar to the kecha wacha, bishaten has patagia on its arms, supported by a single wing finger and covered by cyan-colored feathers, effectively forming wings that it can glide around with. The most peculiar feature of bishaten is its "fifth limb". The bishaten has a very strong tail that can support its own weight, similar to great maccao and somnacanth. Its tail also ends in a hand. On the belly is a pouch that the bishaten uses to store large amounts of fruits of various kinds.

The bishaten is omnivorous, but it has a preference for fruits. It tends to keep large amounts of various fruits within its belly pouch to eat or throw as a means to attack its adversaries. The bishaten is a very curious monster, and often enjoys playing pranks and tricks on people or prey alike. Bishaten is incredibly acrobatic, capable of performing several moves involving spinning its whole body. It is capable of standing on its tail for a very long time and uses its tail to attack or throw a fruit at its enemies.

Bishaten

Large beast (fanged), unaligned

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	7 (-2)

Saving Throws Dex +5, Con +7
Skills Acrobatics +5, Perception +5
Damage Immunities necrotic, poison
Senses passive Perception 15
Languages —
Challenge 7 (2,900 XP) **Proficiency** +3

Belly Pouch. The bishaten has a large pouch that contains 20 random types of fruit. It can collect new fruit to replace any missing fruit when it finishes a long rest.

When the bishaten is knocked prone, it must succeed on a DC 12 Dexterity saving throw or have 2 (1d4) fruits fall out of its pouch and land in a random space within 10 feet of it. A creature can pick up this fruit and eat it or throw it (using the same range, damage, and effect as the bishaten's fruit throw) as an improvised weapon.

Glide. When the bishaten falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

Actions

Multiattack. The bishaten makes three Tail attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Fruit Toss (Recharge 5-6). The bishaten throws 3 (1d6) of the following fruits at random *(reroll duplicates)* at different hostile targets within range *(repeating targets if no other targets are available).*

- *1.* **Blue Fruit** *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target is restrained in place by sticky blue goo. As an action, the restrained target can make a DC 15 Strength check, bursting the blue goo on a success. The blue goo can also be attacked and destroyed (AC 10; hp 5).
- *2.* **Green Fruit** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be paralyzed until the end of its next turn.
- *3.* **Orange Fruit** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target regains 7 (2d4 + 2) hit points.
- *4.* **Purple Fruit** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.
- *5.* **Red Fruit** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be incapacitated until the end of its next turn.
- *6.* **Yellow Fruit** The bishaten throws a flashing yellow fruit at the target creature within 120 feet of it before it explodes in a blinding flash. The target and each creature within 10 feet of it must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the blindness on itself on a success.

Legendary Actions

The bishaten can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bishaten regains spent legendary actions at the start of its turn.

Attack. The bishaten makes one Claw attack.

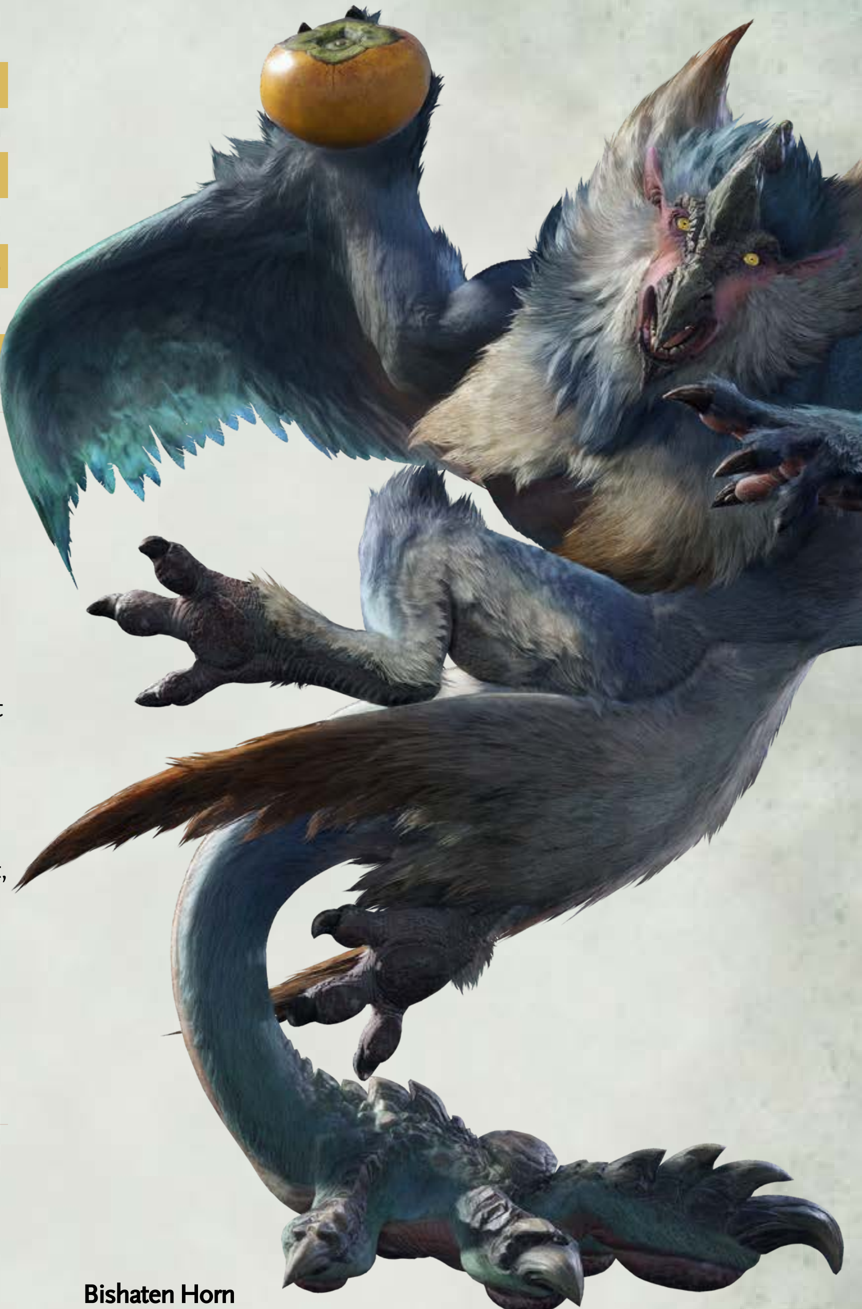
Eat Fruit (Costs 2 Actions). The bishaten eats an orange fruit, regaining 7 (2d4 + 2) hit points.

Corkscrew (Costs 3 Actions). The bishaten moves up to its speed in a straight line, While doing so, it can enter Large or smaller creatures' spaces without provoking opportunity attacks. The first time the bishaten enters a creature's space, the creature must make a DC 14 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and is knocked prone, or half as much damage on and can choose to be pushed 5 feet to the side of the bishaten on a successful one.

Bishaten

Challenge Rating 7 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1	1	Random Fruit	(O)
2-5	2-5	Bishaten Fur	(A,W)
6-10	6-11	Bishaten Feather	(A,W)
11-14	12-15	Bishaten Talon	(A,W)
15-16	16-17	Brute Bone	(W,O)
17-19	18	Bishaten Tailcase	(A,W)
20	19-20	Bishaten Horn	(A,W)



ARMOR MATERIAL EFFECTS

Bishaten Fur
You have a +2 bonus to Sleight of Hand checks while you wear this armor.

Bishaten Feather
Whenever you must succeed on a saving throw or be stunned, you do so with a +2 bonus.

Bishaten Talon
Item Prolonger. Whenever you use a consumable item that has a duration, its duration is increased by an additional 6 seconds.

Bishaten Tailcase
While wearing this armor, you grow a monkey-like tail with a fist at the end of it. You can use the tail to hold an object, or stow or retrieve an item from your bags. The tail can't attack, activate magic items, or carry more than 10 pounds.

Bishaten Horn
Wide-Range. When you eat or drink an Uncommon or lower consumable item *(except potions of resistance)*, each creature within 10 feet of you also gain its effect.

WEAPON MATERIAL EFFECTS

Bishaten Fur
Abnormal Status Atk up (S). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.

Bishaten Feather
When you hit a creature with this weapon, it must succeed on a DC 10 Constitution saving throw or be poisoned until the end of its next turn.

Bishaten Talon *(Druid & Ranger Only)*
You know the *goodberry* spell while you are attuned to this weapon, but the berries are random colors and are the size of your hand. If you already know the *goodberry* spell, then a creature can eat 5 berries to neutralize the poison afflicting it. If more than one poison afflicts the creature, it neutralizes one at random.

Brute Bone
Your weapon deals an extra 1d4 bludgeoning damage.

Bishaten Tailcase *(Ranged Weapon Only)*
Ammo Saver. When you roll a 17-20 on a range attack roll die, it does not consume the ammo or arrow.

Bishaten Horn
When you make a weapon attack with this weapon, and roll a 20 for the attack roll a random fruit magically appears in an empty space within 10 feet of you. Consult the random fruit material to determine which colored fruit appears.

OTHER MATERIAL EFFECTS

Brute Bone
Rare armor upgrade material.

Random Fruit
You obtain one of three random fruits. Roll a 1d3. On a 1, Purple Fruit. On a 2, Yellow Fruit. On a 3, Orange Fruit. The fruit can be eaten or thrown. Consult the bishaten's fruit throw for damage, range, and/or any additional effects the fruit may cause. If eaten, the orange fruit heals for 2d4+2 hit points; the purple fruit poisons the creature for 1 minute if it fails a DC 15 Constitution saving throw, and the yellow fruit tastes bitter, but causes no other effects.

Blood Orange Bishaten

Blood orange bishaten is similar in appearance to a standard bishaten; however, the primary colors of its feathers are orange and black instead of the standard bishaten's blue and white. The tips of its wings are yellow, and various parts of its body (namely its face, legs, and tail) are white.

The main difference between blood orange bishaten and the normal bishaten is the blood orange bishaten's ability to breathe fire. Another key difference is that instead of throwing persimmons, blood orange bishaten throws highly explosive pinecones in which it can ignite with its fire breath or through impact force. They are able to masterfully spin these pinecones around itself like a top, or be stuck to the ground like mines that can be later set off.

Blood orange bishaten is an aggressive monster that retains the cleverness of the normal bishaten. If provoked, it retaliates back with fire moves. It is even willing to attack other bishaten and throw explosive pinecones at them for its amusement. Unlike its counterpart, Blood orange bishaten is strong enough to fight Almudron into a stalemate. However, it must deal with competition like the rathalos.

Blood Orange Bishaten

Large beast (fanged), unaligned

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	7 (-2)

Saving Throws Dex +7, Con +8
Skills Acrobatics +7, Perception +6
Damage Resistances fire
Senses passive Perception 16
Languages —
Challenge 12 (8,400 XP) **Proficiency** +4

Glide. When the bishaten falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

Actions

Multiattack. The bishaten makes three Tail attacks or two Firecone attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If it is holding a pinecone in its tail, each creature in a 15-foot cone behind the target must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Firecone. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) fire damage.

Fire Breath (Recharge 5-6). The bishaten exhales fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Action

Grasp (Recharge 6). The bishaten grabs a pinecone with its tail and holds onto it until it makes an attack with its tail.

Legendary Actions

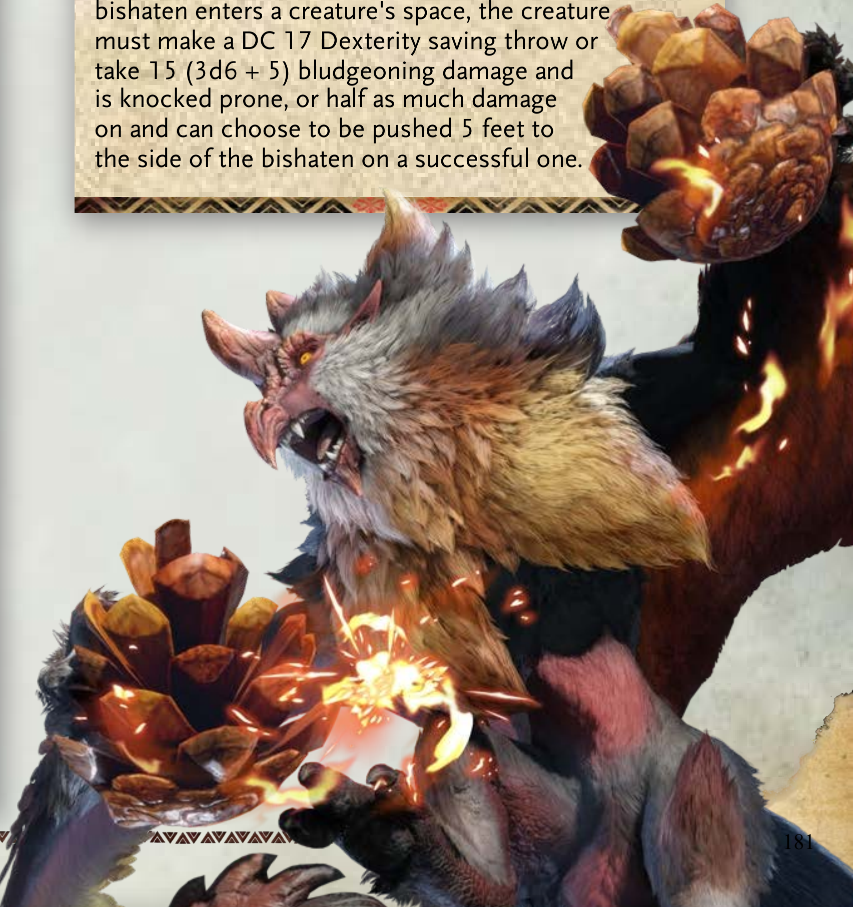
The bishaten can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bishaten regains spent legendary actions at the start of its turn.

Attack. The bishaten makes one Claw attack.

Pinecone Mines. The bishaten throw three unlit firecones that land in a random unoccupied space within a 30-foot cone in front of it. When the pinecone takes at least 1 fire damage it explodes dealing 7 (2d6) fire damage to each creature in a 5-foot radius around it.

Firecone Slam (Costs 2 Actions). The bishaten smashes a fiery pinecone into the ground creating multiple explosions along a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Corkscrew (Costs 3 Actions). The bishaten moves up to its glide speed in a straight line, While doing so, it can enter Large or smaller creatures' spaces without provoking opportunity attacks. The first time the bishaten enters a creature's space, the creature must make a DC 17 Dexterity saving throw or take 15 (3d6 + 5) bludgeoning damage and is knocked prone, or half as much damage on and can choose to be pushed 5 feet to the side of the bishaten on a successful one.



Blood Orange Bishaten

Challenge Rating 12 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1	1	1d6 Firecones	(O)
2-5	2-5	Orangaten Fur	(A,W)
6-10	6-11	Orangaten Feather	(A,W)
11-14	12-15	Orangaten Talon	(A,W)
15-16	16-17	Lg Monster Bone	(O)
17-19	18	Orangaten Tailcase	(A,W)
20	19-20	Orangaten Horn	(A,W)

ARMOR MATERIAL EFFECTS

Orangaten Fur

Handicraft. For 24 hours, you gain proficiency with one artisan tool of your choice each dawn.

Orangaten Feather

When you place this material into your armor it gains a gliding membrane, which extends from your forearms to your hindlegs. As an action or reaction, you can extend your arms to reduce your fall speed to 10 feet per round while traveling in a forward motion until you reach the ground, you are grappled, or you use your action to end the effect early. If you are falling straight down, you may choose the direction you travel when you begin your glide. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a short or long rest.

Orangaten Talon

Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Orangaten Tailcase

While wearing this armor, you grow a monkey-like tail with a fist at the end of it. You can use the tail to hold an object, or stow or retrieve an item from your bags. The tail can't attack, activate magic items, or carry more than 20 pounds.

Orangaten Horn

You have resistance to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Orangaten Fur

Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

Orangaten Feather

Spread up. When you hit a creature with spread ammo and they are within half your normal bowgun range, increase the damage die size by 1.

Orangaten Talon

Protective Polish. This weapon is so finely constructed it never needs maintenance, cannot rust or tarnish, and deals an extra 1d6 weapon damage.

Orangaten Tailcase

Your unarmed strikes deal an extra 1d6 fire damage and your weapon has 3 runes that recharge at dawn. When you hit a creature with a melee weapon attack you can expend a rune to generate an explosion on impact. You can only expend one rune per round. The target and all creatures other than yourself within 5 feet of the target must make a DC 16 Constitution saving throw, taking 2d6 fire damage on a failed save or half as much damage on a successful one.

Orangaten Horn

Latent Power +1. When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

OTHER MATERIAL EFFECTS

Lg Monster Bone

Very Rare armor upgrade material.

Firecone

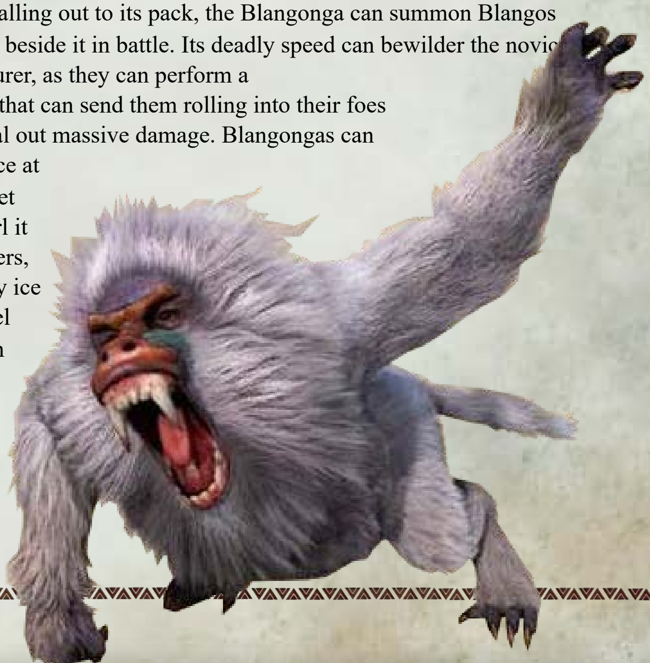
As an action you can light this firecone and throw at a point within 40 feet of you. Each creature within 5 feet of that point must make a DC 14 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

The Blango & Blangonga

White-furred, ape-like creature with a bright red face. The skin beneath its coat is a dull purple color. The Blango can burrow underneath the snow in wait for prey or stalk the rock and ice above. Blangos frequently hunt in packs. Although weak when fighting alone, Blango will fight ferociously when led by a Blangonga.

As the alpha-male of the pack, the Blangonga is twice as large as the average Blango and recognized by its giant fangs, whiskers, head-crown, and with a much more aggressive temperament. Its strong, muscled limbs allow it to run and leap at a startling speed. Blangongas are incredibly aggressive creatures. They will ruthlessly attack adventurers and prey, yet shy away from anything larger than themselves. Blangonga live almost exclusively in the snowy climates. Their thick coat keeps them warm and serves as the perfect camouflage

By calling out to its pack, the Blangonga can summon Blangos to fight beside it in battle. Its deadly speed can bewilder the novice adventurer, as they can perform a charge that can send them rolling into their foes and deal out massive damage. Blangongas can break ice at their feet and hurl it at hunters, or spray ice shrapnel that can tear foes apart.



Blango

Medium beast (fanged), unaligned

Armor Class 12 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Actions

Multiattack. The blango makes two Fist attacks.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Ice Chunk. *Ranged Weapon Attack:* +4 to hit, reach 20/60 ft., one target. *Hit:* 4 (1d4 +2) bludgeoning damage plus 2 (1d4) cold damage.

Blango

Challenge Rating 1 **Carves** 1/2

Carve Chance	Material	Slots
1-10	Blango Pelt	(A)
11-16	Sharp Claw	(W)
17-20	Jumbo Bone	(O)

ARMOR MATERIAL EFFECTS

Blango Pelt

You suffer no harm in temperature as cold as -20 degrees Fahrenheit while you wear this armor.

WEAPON MATERIAL EFFECTS

Sharp Claw

Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS

Jumbo Bone

Uncommon armor upgrade material.

Blangonga

Large beast (fanged), unaligned

Armor Class 18 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	13 (+1)	8 (-1)	10 (+0)

Saving Throws Str +8, Dex +7, Wis +3
Skills Athletics +8, Perception +3
Damage Immunities cold, necrotic
Senses tremorsense 60 ft., passive Perception 13
Languages —
Challenge 9 (5,000 XP) **Proficiency** +4

Actions

Multiattack. The blangonga makes three Fist attacks. It can use its Ice Boulder in place of any melee attack.

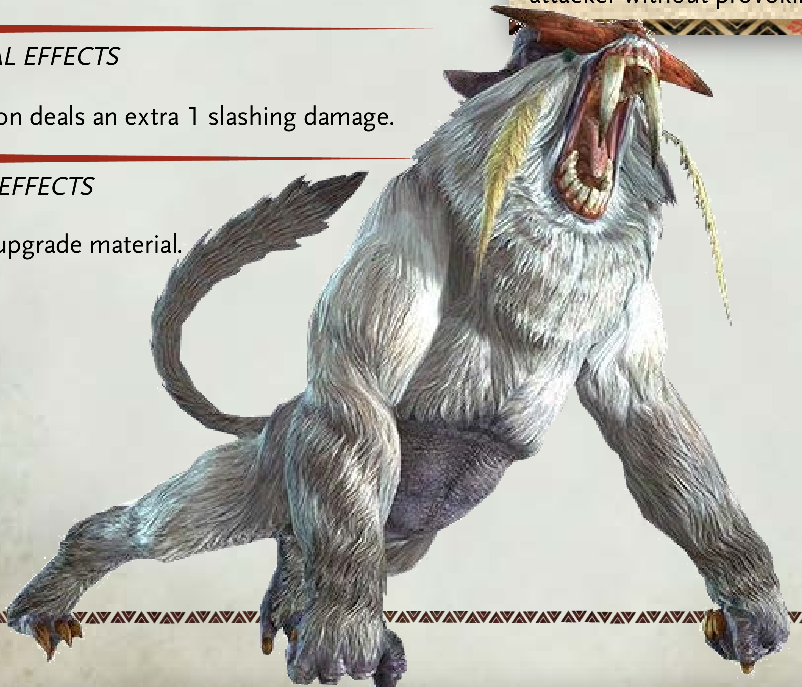
Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the blangonga moves at least 20 feet straight toward a target immediately before the hit, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Ice Boulder. *Ranged Weapon Attack:* +8 to hit, reach 30/120 ft., one target. *Hit:* 8 (1d8 +4) bludgeoning damage plus 4 (1d8) cold damage.

Ice Spray (Recharge 5-6). The blangonga exhales a spray of ice shards in a 30 foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 42 (12d6) cold damage on a fail or half damage on a success.

Reactions

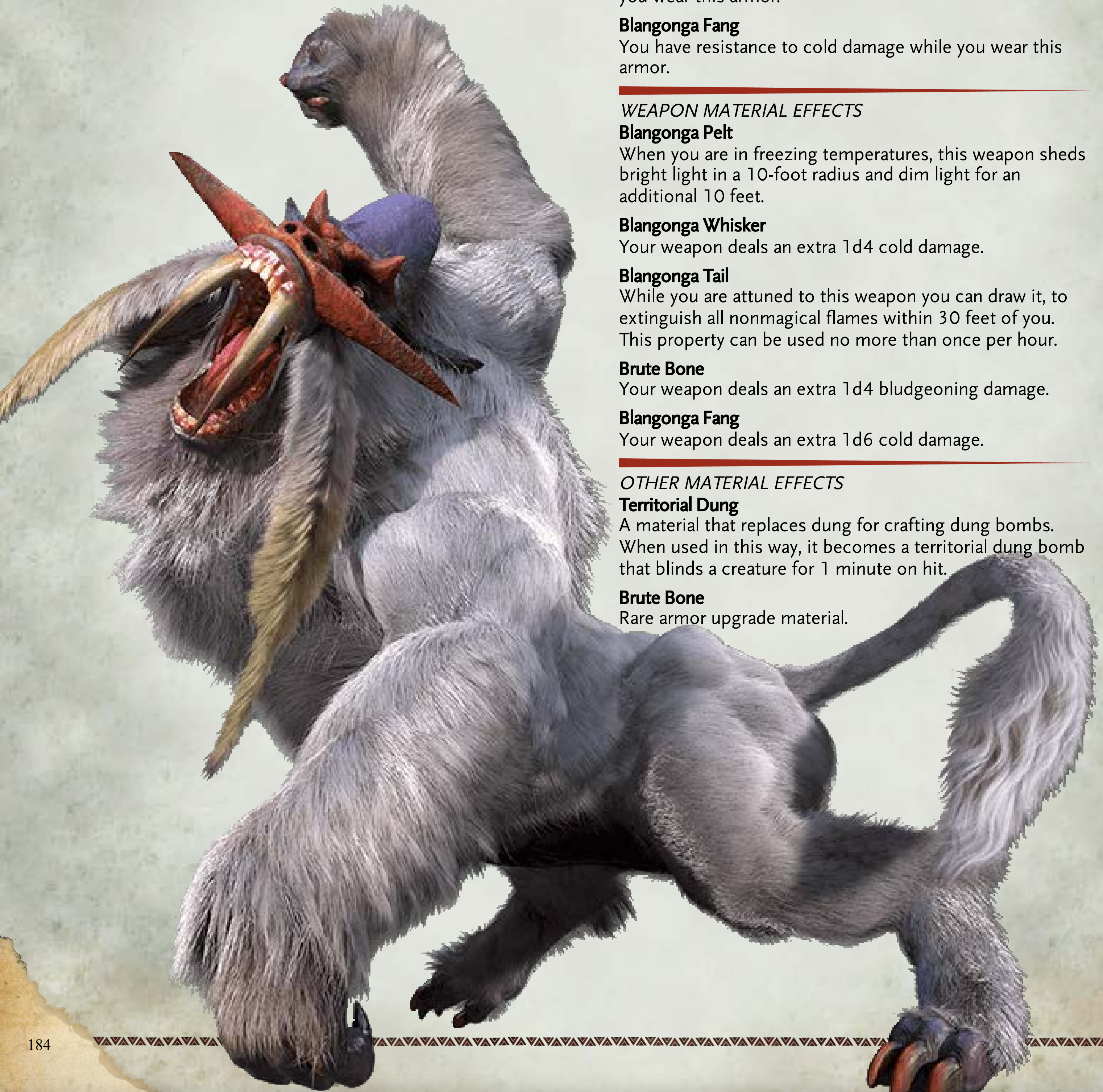
Retreat. When the blangonga is hit by a >melee attack, it can use its reaction to >leap 20 feet away from the attacker without provoking opportunity attacks.



Blangonga

Challenge Rating 9 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slot
1-5	1-7	Blangonga Pelt	(A,W)
6-11	8	Territorial Dung	(O)
12-13	9-15	Blangonga Whisker	(A,W)
14-18	16-17	Blangonga Tail	(A,W)
19	18-20	Brute Bone	(W,O)
20	—	Blangonga Fang	(A,W)



ARMOR MATERIAL EFFECTS

Blangonga Pelt
Well Rested+. When you finish a long rest, you gain 10 temporary hit points for 24 hours while attuned to this armor.

Blangonga Whisker
While you are attuned to this armor, you can use a bonus action to speak its command word to exhale ice and snow at a target within 30 feet of you. The target must make a DC 15 Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Blangonga Tail
You ignore difficult terrain created by ice or snow while you wear this armor.

Blangonga Fang
You have resistance to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Blangonga Pelt
When you are in freezing temperatures, this weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Blangonga Whisker
Your weapon deals an extra 1d4 cold damage.

Blangonga Tail
While you are attuned to this weapon you can draw it, to extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Brute Bone
Your weapon deals an extra 1d4 bludgeoning damage.

Blangonga Fang
Your weapon deals an extra 1d6 cold damage.

OTHER MATERIAL EFFECTS

Territorial Dung
A material that replaces dung for crafting dung bombs. When used in this way, it becomes a territorial dung bomb that blinds a creature for 1 minute on hit.

Brute Bone
Rare armor upgrade material.

Bullfango & Bulldrome

Although veteran adventurers can generally take a bullfango out easily, they can be dangerous for beginners and may even pose a threat to more experienced adventurers when several attack at once. Bulldromes on the other hand have larger tusks than Bullfango, and a layer of white fur, as opposed to Bullfango's black fur. Bulldromes are more agile when running and proficient at finding and locking onto their victims. These Fanged Beasts are sometimes found in packs and will charge at all intruders once noticed. They are very territorial, and can be a considerable nuisance.

Bullfango Shoat

Small beast (fanged), unaligned

Armor Class 9
Hit Points 7 (2d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	8 (-1)	10 (+0)	1 (-5)	9 (-1)	10 (+0)

Senses passive Perception 9
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Actions

Headbutt. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Bullfango Shoat

Challenge Rating 0 **Carves** 1

Carve Chance	Material	Slots
1-8	Raw Meat	(O)
9-13	Shoat Pelt	(A)
14-18	Shoat Head	(O)
19-20	Sm Monster Bone	(W)

ARMOR MATERIAL EFFECTS

Shoat Pelt
You have a +1 bonus to Persuasion checks while you wear this armor.

WEAPON MATERIAL EFFECTS

Shoat Head
Forager. When you harvest mushrooms, you instead gather two.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

Sm Monster Bone
Uncommon weapon upgrade material.

Bullfango

Medium beast (fanged), unaligned

Armor Class 11 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. If the bullfango moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Bonus Actions

Aggressive. The bullfango moves up to its speed toward a hostile creature that it can see.

Bullfango

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-8	Raw Meat	(O)
9-13	Bullfango Pelt	(A)
14-18	Sm Monster Bone	(O)
19-20	Bullfango Head	(A,W)

ARMOR MATERIAL EFFECTS

Bullfango Pelt
You have a +1 bonus to Intimidation checks while you wear this armor.

Bullfango Head
Forager. When you harvest mushrooms, you instead gather two.

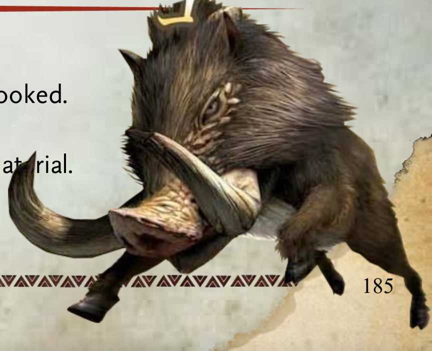
WEAPON MATERIAL EFFECTS

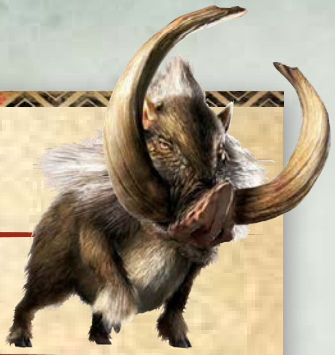
Bullfango Head
Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

Sm Monster Bone
Uncommon weapon upgrade material.





Bulldrome

Large beast (fanged), unaligned

Armor Class 12 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Actions

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the bulldrome moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Thrash (Recharge 5-6). The bulldrome thrashes about striking all creatures within 5-foot radius of it. Each creature in the area must make a DC 13 Dexterity saving throw, taking 7 (2d6) slashing damage on a fail or half as much damage on a successful save.

Bonus Actions

Aggressive. The bulldrome moves up to its speed toward a hostile creature that it can see.

Bulldrome

Challenge Rating 2 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1	—	Raw Meat	(O)
2-7	1-13	Bulldrome Hide	(A)
8-12	14-17	Bulldrome Jumbo Bone	(O)
13-16	—	Stout Bone	(A,W)
17-19	18	Bulldrome Tusk	(W)
20	19-20	Bulldrome Head	(A,W)

ARMOR MATERIAL EFFECTS

Bulldrome Hide
You have a +1 bonus to Survival checks while you wear this armor.

Stout Bone
Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

Bulldrome Head
Botanist. When you successfully gather a plant resource, you instead gather 2.

WEAPON MATERIAL EFFECTS

Stout Bone
Your bludgeoning weapon deals an extra 2 bludgeoning damage.

Bulldrome Tusk
Your slashing weapon deals an extra 2 slashing damage.

Bulldrome Head *(Hammer & Lance Only)*
You gain a +1 bonus to your attack rolls if you move 20 feet in a straight line towards a creature without taking damage.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

Bulldrome Jumbo Bone
Uncommon armor upgrade material.

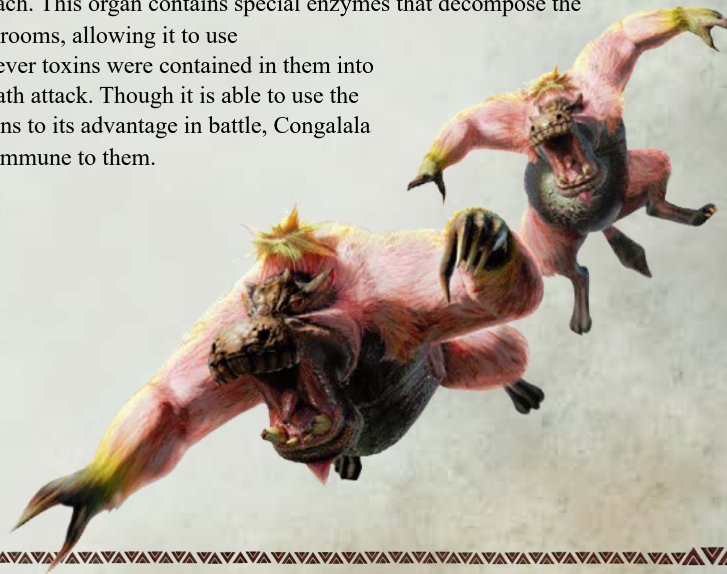
The Conga & Congalala

They resemble pink gorillas with a face of a hippopotamus, black underbellies. The Conga have a blonde patch of hair on top of their head while the Congalala spike on its head is actually hair that the Congalala has smoothed into shape to signify that they are the pack leader. Congalalas are surprisingly intelligent beasts.

Despite their apparently adorable appearance, the Conga & Congalala should never be underestimated. While they are for the most part very docile, they react well to the presence of herbivores, so long as they give a wide berth. They can quickly become aggressive to anything that disrupts feeding or startles them, for example, if they see Adventurers.

Congas are known for their ability to charge at hunters, like Bullfangos (but slower), and travel in packs. The Conga's most notable adaptation for its life is its ability to produce strong farts. This fart causes a creature's throat to itch, making it hard for species to eat properly. The pink fur is used as a warning to potential predators.

A Congalala's most noteworthy adaptation is its long sharp claws on its fore-arms. These claws aren't really used for holding on to objects, rather they are used for attacking foes. Some Congalala are known to use their claws for climbing and swing off trees, when given the chance. Though Congalala doesn't use its claws for grasping objects, it is well known to use its tail to hold on and grasp food. This prehensile tail allows it to hold onto objects, while fighting off foes. The most intriguing feature about Congalala is its stomach. This organ contains special enzymes that decompose the mushrooms, allowing it to use whatever toxins were contained in them into a breath attack. Though it is able to use the poisons to its advantage in battle, Congalala isn't immune to them.



Conga

Medium beast (fanged), unaligned

Armor Class 12 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Acrobatics +4, Perception +3
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Actions

Multiattack. The conga makes two Fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Fart. The conga release a noxious odor from its behind at a target within 5 feet of it. The target must make a DC 12 Constitution saving throw or have disadvantage on Constitution saving throws to maintain concentration for 1 minute.

Conga

Challenge Rating 1/2
Carves 1

Carve Chance	Material	Slots
1-10	Conga Pelt	(A,W)
11-16	Sharp Claw	(W)
17-20	Jumbo Bone	(O)

ARMOR MATERIAL EFFECTS

Conga Pelt
While wearing this armor you have a +1 bonus to Constitution saving throws to maintain concentration.

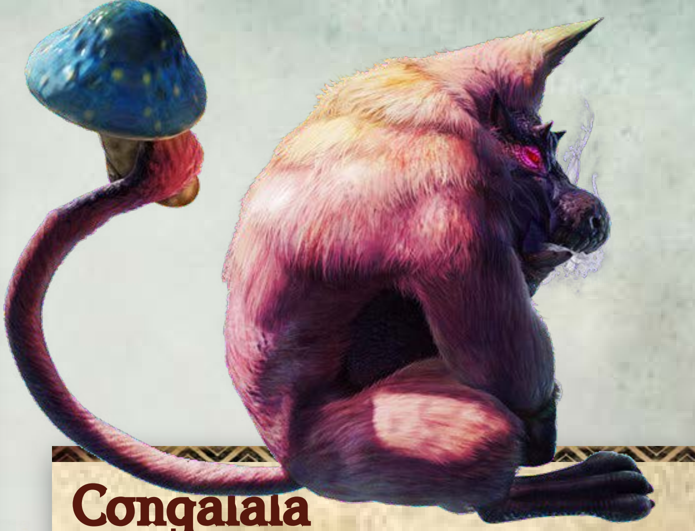
WEAPON MATERIAL EFFECTS

Conga Pelt
Forager. When you harvest mushrooms, you instead gather two.

Sharp Claw
Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS

Jumbo Bone
Uncommon armor upgrade material.



Congalala

Large beast (fanged), unaligned

Armor Class 13 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	7 (-2)

Skills Acrobatics +5, Perception +5
Damage Immunities necrotic
Senses passive Perception 15
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

Mushroom Eater. All congalala love to eat mushrooms, so much so that it always carries one around in its tail. Roll a 1d6 to determine the element of the mushroom it is carrying. On a 1, fire; On a 2, poison; On a 3, lightning; On a 4, cold; On a 5, acid; On a 6, necrotic.

Actions

Multiattack. The congalala makes two Fist attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Belly Thrust. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 +5) bludgeoning damage.

Chow Down (Recharge 6). The congalala eats part of its mushroom then breaths a noxious gas at its prey in a-15 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) damage of the mushroom's type on a failed save or half as much damage on a successful one.

Reactions

Belly Thrust. When the congalala is hit by a melee attack, it can use its reaction to make a belly thrust attack against the creature.

Fart. When the congalala is hit by a melee weapon attack, it can use its reaction to release a noxious fart at the attacker. If the attacker is concentrating on a spell or spell-like ability, it must succeed on a DC 15 Constitution saving throw, to maintain concentration on it.

Congalala

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Congalala Pelt	(A,W)
5-10	—	Congalala Claw	(A,W)
11-12	5-8	Congalala Fang	(W)
13	9-10	Brute Bone	(W,O)
14-18	11-16	Territorial Dung	(O)
19-20	17-20	Vibrant Pelt	(A,W)

ARMOR MATERIAL EFFECTS

Congalala Pelt
When you attune to this armor, you gain proficiency with either alchemist's supplies or tinker's tools. You can change which tool you are proficient with daily at dawn.

Congalala Claw
Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

Vibrant Pelt
Capture Novice. While attuned to this armor, tranq bombs and tranq ammo roll an extra 2d8 when it hits a creature.

WEAPON MATERIAL EFFECTS

Congalala Pelt *(Monk Only)*
While you are attuned to this weapon, you can spend one minute contemplating the patterns etched on this weapon's surface and regain a number of expended ki points equal to half your proficiency modifier. Once you use this property, you cannot use it again until you finish a long rest.

Congalala Claw
When you hit a creature with this weapon, it must make a DC 12 Constitution saving throw. On a failed save the creature has disadvantage on Constitution saving throws to maintain concentration for 1 minute. You can use this property three times, regaining all expended uses when you finish a long rest.

Congalala Fang
Load Up. Your normal ammo capacity increases by 10 while you are attuned to this weapon.

Brute Bone
Your weapon deals an extra 1d4 bludgeoning damage.

Vibrant Pelt *(Sorcerer & Wizard Only)*
While attuned to this weapon you can cast the *chromatic orb* spell once a day, without the required the material components and without expending a spell slot.

OTHER MATERIAL EFFECTS

Brute Bone
Rare armor upgrade material.

Territorial Dung
A material that replaces dung for crafting dung bombs. When used in this way, it becomes a territorial dung bomb that blinds a creature for 1 minute on hit.

Gammoth

"Found in the most frigid regions of the world, Gammoths are behemoths with massive tusks. Though they are herbivores, when provoked they will leverage their enormous weight and trunks to crush a threat. They can also shatter the snow covering their legs to damage nearby foes."

Gammoth resembles a woolly mammoth. It is by far the largest Fanged Beast known to date. The fur covering its huge body is mostly bluish, although it's also white and red on its trunk, legs, back and underside. It has brown plating covering most of its head and feet, as well as two tusks seemingly made of the same material. This plating is said to be extremely resistant to damage. Its trunk is strong and used for picking up objects like certain foods. However, Gammoth have been seen violently grabbing smaller monsters and slamming them down on the ground if they threatened it. Its trunk is estimated to be strong enough to lift up large Flying Wyverns. The trunk is also used to protect itself or even to coat its legs.

Gammoth are a highly territorial species. If a Gammoth finds a predator in its territory, it is known to kill the predator instantly with one powerful blow. Though adult Gammoth are giants with no major predators, young Gammoth are potential prey for many predators. From this young Gammoth are snowy white in color, allowing them to camouflage themselves in snowy environments.

When Gammoth have young with them, they are known to live in harmony with herds of Popo until their young are large enough to protect themselves. While in the herd of Popo, Gammoth act as guards for not just their young but for the whole Popo herd against predators. While young, Tigrex is the most major predator for Gammoth, and the one that they most fear, but as the young Gammoth reaches adulthood, that fear is replaced with aggression and rage towards Tigrex. A Gammoth is territorial and a mother Gammoth is protective, while a starving Gammoth is extremely violent. A starving Gammoth is known to attack just about anything, even going as far as eating wood off homes to satisfy its own hunger.

Gammoth

Gargantuan beast (fanged), unaligned

Armor Class 18 (natural armor)
Hit Points 198 (12d20 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	8 (-1)	12 (+1)	6 (-2)

Saving Throws Str +12, Con +12, Wis +7, Cha +4
Damage Resistances acid, fire; bludgeoning, piercing, slashing from magical attacks
Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 11
Languages —
Challenge 17 (18,000 XP) **Proficiency** +6

Ice Walk. The gammoth can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Trampling Charge. If the gammoth moved at least 20 feet straight toward the target immediately before the hit, the target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the gammoth can make one stomp attack against it as a bonus action.

Actions

Multiattack. The gammoth makes one Tusk attack and one Trunk attack.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Trunk. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target is grappled (escape 19).

Tusk. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Fling. One Large or smaller object held or creature grappled by the gammoth is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

Cold Breath (Recharge 5-6). The gammoth exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 41 (9d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The gammoth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gammoth regains spent legendary actions at the start of its turn.

Detect. The gammoth makes a Wisdom (Perception) Check.

Crush. The gammoth makes a Stomp attack.

Fling (Costs 2 Actions). The gammoth uses Fling.

Gammoth

Challenge Rating 17

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Gammoth Pelt	(A,W)
7-11	4-10	Gammoth Shell	(A,W)
12-14	11-15	Gammoth Redfur	(A,W)
15-17	—	Trunkspine	(A,W)
18-19	16-18	Gammoth Fang	(A,W)
20	19-20	Gammoth Scalp	(A,W)

ARMOR MATERIAL EFFECTS

Gammoth Pelt
While you wear this armor, you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Gammoth Shell
You ignore difficult terrain created by ice or snow while you wear this armor.

Gammoth Redfur
You have resistance to cold damage while you wear this armor.

Trunkspine
Botanist+. When you successfully gather a plant resource, you gather an extra 1d4 more.

Gammoth Fang
While you are attuned to this armor, you can make Intelligence (History) checks as a bonus action.

Gammoth Scalp
You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Gammoth Pelt
While you are attuned to this weapon you can speak its command word to shroud it in ice. When touched to an object it will slowly cover it in a thin sheet of ice. A creature takes 1 cold damage every minute this weapon is touching its skin.

Gammoth Shell
Your weapon deals an extra 1d6 cold damage.

Gammoth Redfur
When you cast a spell that deals cold damage, you gain a +3 bonus to its spell attack roll and you ignore half cover when making a spell attack.

Trunkspine
While attuned to this weapon you can use an action to speak its command word to exhale shards of ice in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 5d6 cold damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

Gammoth Fang *(Druid, Sorcerer, Warlock, & Wizard Only)*
This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *Cone of Cold* (5 runes), *Fog Cloud* (1 runes), *Ice Storm* (4 runes), or *Wall of Ice* (4 runes).

This weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

Gammoth Scalp
Your weapon deals an extra 1d8 cold damage.

Young Gammoth

Unlike the adult gammoth, a young gammoth is snowy white in color, allowing them to camouflage themselves in snowy environments. A young gammoth uses the same stats as a **Mammoth** (SRD), except for the following change:

Snow Camouflage. The young gammoth has advantage on Dexterity (Stealth) checks made to hide in snowy or tundra terrain.

Young Gammoth

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Gammoth Pelt	(A,W)
7-11	4-10	Y.Gammoth Shell	(A,W)
12-14	11-16	Y.Gammoth Redfur	(A,W)
15-17	—	Y.Trunkspine	(A,W)
18-20	17-20	Y.Gammoth Fang	(A,W)

ARMOR MATERIAL EFFECTS

Gammoth Pelt
While you wear this armor, you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Y.Gammoth Shell
You ignore difficult terrain created by ice or snow while you wear this armor.

Y.Gammoth Redfur
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to cold damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Y.Trunkspine
Botanist. When you successfully gather a plant resource, you instead gather 2.

Y.Gammoth Fang
While you are attuned to this armor, you can make Intelligence (Nature) checks as a bonus action.

WEAPON MATERIAL EFFECTS

Gammoth Pelt
While you are attuned to this weapon you can speak its command word to shroud it in ice. When touched to an object it will slowly cover it in a thin sheet of ice. A creature takes 1 cold damage every minute this weapon is touching its skin.

Y.Gammoth Shell
Your weapon deals an extra 1d4 cold damage.

Y.Gammoth Redfur
When you cast a spell that deals cold damage, you gain a +1 bonus to its spell attack roll and you ignore half cover when making a spell attack.

Y.Trunkspine
While attuned to this weapon you can use an action to speak its command word to exhale shards of ice in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 3d6 cold damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

Y.Gammoth Fang *(Spellcaster Only)*
This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *fog cloud* (1 rune) *ice knife* (1 rune) *snilloc's snowball swarm* (2 runes). This weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Garangolm

Garangolm is a gigantic fanged beast similar in appearance to a gorilla. The dorsal side is covered in thick, rigid green and brown thick shell, and its head is protected by the same shell, forming a giant crown and chin plate. Curiously, grangolm have a thick, long tail that ends in prongs.

Aside from its incredible strength and hard body, garangolm emits a sap-like fluid from its body that promotes plant growth. This causes various plants to grow all over its body. It can also use the sap it emits to harden its body or the soil around it. When enraged, Garangolm will thrust its arms into the earth to form gauntlet-like masses, semi-molten rock on it's right arm whilst its left will be covered in mossy growths that drip water, dealing Fireblight and Waterblight respectively. The explosion from the right arm can send Garangolm high into the air, and sometimes also leave behind Blast clouds. When threatened it will cover both arms with larger quantities of molten rock and moss, while also getting some on its face.

Garangolm are rather peaceful and docile creatures that are usually seen sleeping or traveling around its territory. However, it will turn hostile the moment it gets attacked or provoked. The more angry a garangolm gets, the stronger it becomes. It won't stop until the foe is dead or its rage is settled. Often, a garangolm will have to deal with powerful monsters like lunagaron for territories, often resulting in turf wars.

Garangolm

Huge beast (fanged), unaligned

Armor Class 21 (natural armor)
Hit Points 202 (15d12 + 105)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	25 (+7)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Str +13, Con +12, Wis +8
Skills Athletics +13, Perception +8
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities frightened
Senses passive Perception 18
Languages —
Challenge 16 (15,000 XP) **Proficiency** +5

Enrage (Recharges after a Short or Long Rest). When the garangolm is reduced to half of its maximum hit points, it goes into a rage for 10 minutes and it immediately saves against all ongoing conditions and effects, then thrusts its arms into the earth to form gauntlet-like masses, semi-molten rock on its right arm whilst its left is covered in mossy growths that drips water.

Standing Leap (Enraged Only). The garangolm's long jump is up to 40 feet and its high jump is up to 25 feet, without a running start.

Actions

Multiattack. The garangolm makes two Fist attacks. While enraged it can make one Molten Fist attack and one Mossy Fist attack.

Boulders. *Range Weapon Attack:* +13 to hit, reach 60/240 ft., Up to three targets in a 240-cone. *Hit:* 14 (2d8 + 8) bludgeoning damage.

Fist. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Headbutt. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage. If the garangolm moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Molten Fist (Enraged Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 8) bludgeoning damage plus 7 (2d6) fire damage and the target ignites in flames. At the start of each of its turns, the target must make a DC 18 Constitution saving throw or take 7 (2d6) fire damage on a failed save. On a successful save, the flames are doused. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

Mossy Fist (Enraged Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 8) bludgeoning damage plus 7 (2d6) cold damage and the target must succeed on a DC 20 Constitution saving throw or be afflicted with waterblight for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Elemental Slam (Recharge 5-6; Enrage Only). The garangolm pulls a large chunk of heated earth from the ground and smashes it with both fists, creating an explosion in a 30-foot radius around it. Each creature in that area must make a DC 21 Dexterity saving throw, taking 24 (7d6) cold damage plus 24 (7d6) fire damage and be afflicted with waterblight for 1 minute on a failed save, or half as much damage and isn't afflicted with waterblight on a successful one. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The garangolm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The garangolm regains spent legendary actions at the start of its turn.

Attack. The garangolm makes one Fist attack. If it is enraged, it can instead make one Molten Fist attack or one Mossy Fist attack.

Bellyflop. The garangolm falls prone in a space within 10 feet of it that contains one or more other creatures. Each of those creatures must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 17 (4d6 + 8) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the garangolm's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the garangolm's space. The garangolm can then expend an extra legendary action to stand up.

Rocket Jump (Costs 2 Actions; Enraged Only). The garangolm uses its molten fist to jump up to 80 feet away into an unoccupied space without provoking opportunity attacks. It then makes one Mossy Fist attack.

Violent Roar (Costs 3 Actions). The garangolm releases a guttural roar. Each creature that is within 20 feet of the garangolm must succeed on a DC 20 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Garangolm

Challenge Rating 16 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-2	1-2	Garangolm Cortex	(A,w)
3-6	3-5	Garangolm Shard	(A,W)
7-11	6-10	Garangolm Hardfang	(A,W)
12-13	11-12	Golm Thick Juice	(A,W)
14-15	13-16	Garangolm Fist	(A,W)
16-19	17-19	Golm Ploughtail	(A,W)
20	20	Garangolm Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Garangolm Cortex

When you place this material into your armor, choose one of the options below:

- Your armor looks like its made of rocks and natural materials but also has the appearance of being far heavier than it actually is.
- Your armor has water flowing over it with embers orbiting your arms. There is a slight aura of steam coming off of you.

Garangolm Shard

Flinch Free. While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

Garangolm Hardfang

Botanist+. When you successfully gather a plant resource, you gather an extra 1d4 more.

Golm Thick Juice

While attuned to this armor water flows through it, keeping you cool. While wearing it, you suffer no harm from temperatures as warm as 120 degrees Fahrenheit. Additionally, when you take fire damage you use your reaction to superheat the water inside of the armor and halve the fire damage you take. The superheated water is released as dense cloud of steam centered on a point adjacent to you, heavily obscuring the area in a 15-foot radius sphere that spreads around corners. The cloud does not move with you and lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once you use this property, you can't use it again until you finish a long rest.

Garangolm Fist

Fortitude. You have advantage on survival skill checks to track, forage, or travel while you are attuned to this armor.

Garangolm Ploughtail

You are immune to cold damage while you wear this armor.

Garangolm Mantle

Iron Wall. You have a +2 bonus to your armor class while you wear this armor.

WEAPON MATERIAL EFFECTS

Garangolm Cortex

When you finish a short or long rest you choose a damage type. This damage type can be either cold or fire damage. A creature hit by this weapon takes an extra 1d8 of the chosen damage type. If you are using a weapon with a main hand and offhand, instead of choosing a damage type your main hand deals cold damage and your offhand deals fire damage.

Garangolm Shard

Critical Status (waterblight & fireblight). When you hit a creature with a weapon or spell that deals cold or fire damage and roll a 20 for the attack roll, one of the following effects happens depending on the damage type:

- If the damage is cold, the creature is afflicted with waterblight for 1 minute. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.
- If the damage is fire, the target is set ablaze. Until a creature uses an action to douse the fire, the target takes 1d6 fire damage at the start of each of its turns.

Garangolm Hardfang

FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charges, spirit, or phial charges.

Golm Thick Juice

Maximum Might. While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

Garangolm Fist *(Hammer Only)*

Slugger. While attuned to this weapon, you may use the Hammer's *Mighty Weapon* skill two additional times between rests.

Garangolm Ploughtail

Stamina Thief. Once per turn when you hit a creature with this weapon, it must make a DC 10 Constitution saving throw or gain one level of exhaustion. A creature cannot gain more than 2 levels of exhaustion from this weapon's property.

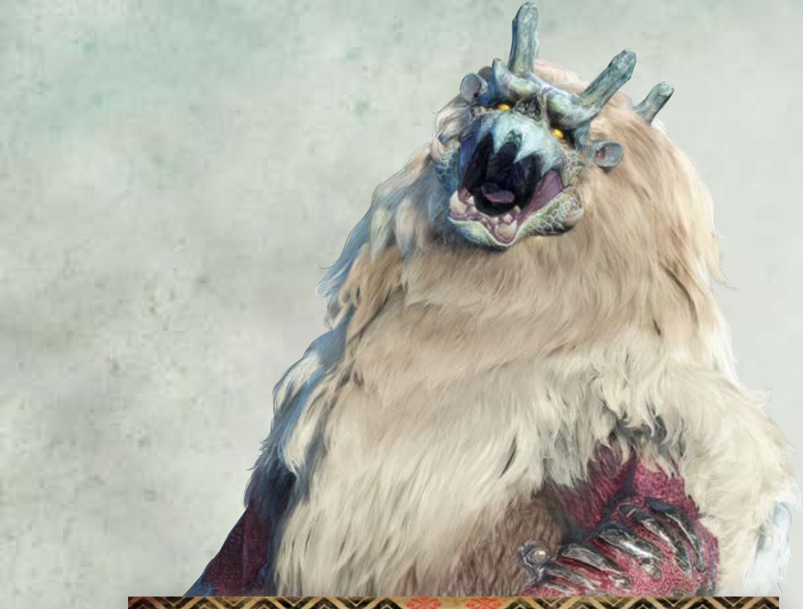
Garangolm Mantle

Rocket Jump. If you have not moved on this turn you can use your action to jump up to 60 feet into an unoccupied space without provoking opportunity attacks. You can then make one melee weapon or spell attack. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

Goss Harag

The goss harag is a fanged beast with both bear and demon-like features. The majority of its body is covered in a coat of shaggy white and brown fur, whilst its face and legs are covered in thick, somewhat scaly armor. This armor is normally a pale blue, but may turn red if goss harag is riled up. Its head features two small eyes that burn a bright yellow colour, have tiny horizontal pupils. It also has a pair of small round ears, and a snout that protrudes upwards and has a vaguely leaf-like shape, and on top of its head are four short, blunted. ice-like horns.

The goss harag is a strong monster, capable of leaping a considerable distances and creating shockwaves through the frozen tundra by smashing its fists on the ground. In addition to its strength, the goss harag is capable of inhaling cold air from its surroundings in order to freeze its own bodily fluids. It can then spit this freezing liquid onto its arms to create blades of ice which it wields to deadly effect, or expelling these fluids from its maw at foes in an icy blast. By exerting force after planting the blade into the ground, it can shatter it from its arm and sending it flying toward enemies.



Goss Harag

Huge beast (fanged), unaligned

Armor Class 19 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Con +12, Wis +8
Damage Resistances acid, necrotic
Damage Immunities cold
Conditions Immunities charmed, frightened
Senses passive Perception 12
Languages —
Challenge 18 (20,000 XP) **Proficiency** +6

Ice Walk. The goss harag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Standing Leap. The goss harag's long jump is up to 30 feet and its high jump is up to 15 feet, without a running start. In addition, the goss harag does not incur opportunity attacks while moving with a jump.

Actions

Multiattack. The goss harag makes two weapon attacks.

Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Ice Sword (Requires Sword). *Melee Weapon Attack:* +12 to hit, reach 10 ft. (or 5 ft. when broken), one target. *Hit:* 19 (3d8 + 6) slashing damage plus 14 (4d6) cold damage or 15 (2d8 + 6) slashing damage plus 7 (2d6) cold damage when the sword is broken.

Throw Sword (Requires Sword). *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* or 19 (3d8 + 6) slashing damage plus 14 (4d6) cold damage or 11 (2d8 + 6) slashing damage plus 7 (2d6) cold damage when the sword is broken. The sword is destroyed on a hit or miss.

Cold Breath (Recharge 5-6). The goss harag exhales frigid air in a 60-foot line that is 5 feet wide followed by another blast of frigid air in a 30-foot cone, centered on the line. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Uppercut (3/long rest). The goss harag makes one fist attack against a creature. If the attack hits, the creature takes an extra 36 (8d8) bludgeoning damage. If the target is a Medium or smaller creature, it is launched 20 feet into the air before it falls prone in a space 10 feet away from the goss harag, taking 7 (2d6) bludgeoning damage from the fall.

Bonus Actions

Create Ice Sword. Immediately after the goss harag uses its cold breath, it can create a blade made of ice on one or both of its fists. An ice sword be attacked and broken (AC 15; hp 30; vulnerability to fire and bludgeoning damage; immunity to cold, poison, and psychic damage). Breaking a sword deals no damage to the goss harag, and becomes a broken sword.

A broken sword deals half as much damage as an ice sword (included in the attack). It can be attacked and destroyed (AC 15; hp 15; vulnerability to fire and bludgeoning damage; immunity to cold, poison, and psychic damage). Destroying a sword deals no damage to the goss harag.

Reaction

Crushing Blow. When the goss harag hits a creature with its uppercut, it can use its reaction to prepare a massive blow. Until the start of its next turn, its movement is reduced to 0 and it can't use its jump legendary action. At the start of its next turn, if the target of the uppercut is still within 10 feet of the goss harag, the goss harag makes one Fist or Ice Sword attack against the target. On a hit, the creature takes an extra 13 (3d8) weapon damage and the area in a 10-foot radius around the target becomes difficult terrain.

Legendary Actions

The goss harag can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goss harag regains spent legendary actions at the start of its turn.

Attack. The goss harag makes one Fist attack or one Ice Sword attack.

Jump. The goss harag jumps up to 30 feet away.

Ground Smash (Costs 2 Actions). The goss harag smashes its fist on the ground, creating difficult terrain in a 30-foot line that is 5 feet wide. Each creature in line must make a DC 20 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Goss Harag

Challenge Rating 18 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-2	Goss Harag Fur	(A,W)
6-7	3-4	Block of Ice	(A,W,O)
8-10	5-7	Goss Harag Hide	(A,W)
11-12	8-10	Goss Harag Brace	(A,W)
13-14	11	Harag Frost Sac	(A,W)
15-16	—	Monster Toughbone	(O)
—	12-15	Goss Harag Claw	(A,W)
17-19	16-19	Goss Harag Horn	(A,W)
20	20	Harag Gem	(A,W)

ARMOR MATERIAL EFFECTS

Goss Harag Fur
While you are attuned to this armor your veins and armor turn bright red when you are angry and a frosty blue when you are calm.

Block of Ice
You have resistance to cold damage while you wear this armor.

Goss Harag Hide
While you wear this armor, you ignore difficult terrain created by ice or snow and you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Goss Harag Brace
Airborne. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Harag Frost Sac
You are immune to cold damage while you wear this armor.

Goss Harag Claw
Health Boost+. Your hit point maximum increases by 2 for each character level you have while wearing this armor.

Goss Harag Horn
Adrenaline. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.

Harag Gem
Iron Wall. You have a +2 bonus to your armor class while you wear this armor.

WEAPON MATERIAL EFFECTS

Goss Harag Fur *(Monk Only)*
When you attack a creature with an unarmed strike or monk weapon and roll a 20 on the attack roll, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit and the ground under the target and in a 5-foot radius around it becomes difficult terrain.

Block of Ice
Your cold spells deal an extra 1d6 cold damage while you are attuned to this weapon.

Goss Harag Hide
Critical Draw+. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 15 or higher.

Goss Harag Brace *(Hammer Only)*
Punish Draw. A creature hit for the first time by the Hammers *Mighty Weapon,* has disadvantage on the saving throw.

Harag Frost Sac
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals cold damage, such as the *ice knife* or *snilloc's snowball swarm* spell.

Goss Harag Claw
(Artificer, Druid, Sorcerer, warlock, Wizard Only)
This weapon has two runes that it regains daily at dawn. As an action you can expend one of these runes to cast the *cone of cold spell* (Spell save DC 17).

Goss Harag Horn
While attuned to this weapon you can use an action to coat it in a frosty bile for 1 minute. While coated in this way, your weapon's reach is increased by 5 ft and once on each of your turns you can deal extra cold damage when you hit it with this weapon. The extra cold damage is equal to your proficiency modifier. While coated, you can use an action to cast the ice knife spell at 3rd-level using your melee weapon attack bonus as its spell attack bonus (spell save DC 15). Using the spell ends this material's effect early. Once used, you can't use this property again until you finish a long rest.

Harag Gem
Agitator. Your weapon attacks critical hit range is increased by 1 and your weapon deals an extra 1d6 weapon damage. *(This material counts as both a critical eye material and a "your weapon deals an extra damage material")*

OTHER MATERIAL EFFECTS

Block of Ice
When placed in a trinket it transforms into three perfectly shaped ice cubes that never melt. When placed in a drink, it instantly cools to the temperature you want it to be.

Monster Toughbone
Very rare weapon upgrade material.

Kecha Wacha

Kecha Wacha is a lemur-like monster with long arms and hook-like fingers and claws. It has bright yellow fur and blue skin. It can fold its spiked ears over its face, forming a "mask" that is likely used to intimidate would-be attackers. It also sports a tube-like trunk and large, forward-facing eyes.

It is capable of attacking from a distance by shooting globs of mucus from its trunk-like nose which causes Waterblight. Kecha Wacha is able to glide using a membrane between its arms, legs, and tail, in a manner similar to a flying squirrel. This makes the Kecha Wacha the only Fanged Beast able to "fly".

Kecha Wachas thrive in areas where they can climb and swing around freely. These creatures have a varied diet as they are omnivores. Kecha Wacha will feed on vegetation, fruits, seeds, along with insects such as Altaroth, Konchu, grubs, or Bnahabra.

Curious in nature Kecha Wacha will investigate anything in their environment that is new to them. As relatively peaceful monsters these creatures would rather flee than fight, yet if fleeing is not an option they can be surprisingly aggressive and will readily use their long, sharp, and hooked claws, trunk-like nose and mask-like ears to defend themselves.

Kecha Wacha

Large beast (fanged), unaligned

Armor Class 13 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +8, Perception +4
Damage Resistances cold, lightning
Damage Immunities acid, necrotic
Senses passive Perception 14
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

Glide. When the kecha wacha falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

Spider Climb. The kecha wacha can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The kecha wacha three Claw attacks. It can replace any attack with its Mucus attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Mucus. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) acid damage and the target is afflicted with waterblight for 1 minute. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Tantrum (Recharge 5-6). The kecha wacha flails its fist around it in anger. Each creature within 10-feet of the kecha wacha must make a DC 16 Strength saving throw, taking 28 (8d6) bludgeoning damage on a failed save or half as much damage on a successful one.

Reactions

Earmuffs. When the kecha wacha is targeted by a spell or attack it can use its reaction to fold its ears down over its face until the start of its next turn. While its ears are covering its face, it gains +1 bonus to its AC and is deafened.

Poison: Waterblight

A creature afflicted by waterblight has its stamina drained

- On the creatures turn, it can use either an Action or a Bonus Action, not both.

Kecha Wacha

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slot
1-7	—	Kecha Pelt	(A)
8-12	1-7	Kecha Longbone	(A,W)
13-14	8-10	Kecha Tail	(A,W)
15-16	11-13	Brute Bone	(W,O)
17	14-15	Kecha Ear	(A,W)
18-20	16-20	Kecha Talon	(A,W)

ARMOR MATERIAL EFFECTS

Kecha Pelt
You have a +2 bonus to Animal Handling checks while you wear this armor.

Kecha Longbone
Well Rested. When you finish a long rest, you gain 5 temporary hit points for 24 hours while attuned to this armor.

Kecha Tail
While wearing this armor, you grow a monkey-like tail. You can use the tail to hold an object, or stow or retrieve an item from your bags. The tail can't attack, activate magic items, or carry more than 10 pounds.

Kecha Ear
Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Kecha Talon
While wearing this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.

WEAPON MATERIAL EFFECTS

Kecha Longbone
When you cast a spell that deals cold damage, you gain a +1 bonus to its spell attack roll.

Kecha Tail
When you hit a creature with this weapon, it must make a DC 12 Constitution saving throw or be afflicted with waterblight until the end of its next turn.

Brute Bone
Your weapon deals an extra 1d4 bludgeoning damage.

Kecha Ear
While holding this weapon, you can use an action to speak its command word, to conjure a pair of kecha wacha ears that cover your weapon. While your weapon is covered it acts as a shield and cannot be used to attack, but retains all its abilities. You can speak the command word again, as a bonus action, to cause the weapon to revert to its normal form.

Kecha Talon
Spirit's Whim. The first time you mine or gather on an expedition, you gain double the amount of minerals or plants you would normally receive. *(This material stacks with other material effects that increase the number of resources you can obtain.)*

OTHER MATERIAL EFFECTS
Brute Bone
Rare armor upgrade material.

Young Kecha Wacha

Medium beast (fanged), unaligned

Armor Class 12 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-4)	10 (+0)	9 (-1)

Damage Resistances acid, necrotic
Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Pack Tactics. The kecha wacha has advantage on an attack roll against a creature if at least one of the kecha wacha's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The kecha wacha can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The kecha wacha makes two Claw attacks or two Mucus attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Mucus. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 3 (1d6) acid damage.

Young Kecha Wacha

Challenge Rating 1 **Carves/Capture** 1

Carve Chance	Capture Chance	Material	Slot
1-7	—	Y.Kecha Pelt	(A,W)
8-14	1-8	Y.Kecha Tail	(W)
15-16	9-13	Jumbo Bone	(O)
17	14-15	Y.Kecha Ear	(A)
18-20	16-20	Y.Kecha Talon	(A,W)

ARMOR MATERIAL EFFECTS
Y.Kecha Pelt
You have a +1 bonus to Animal Handling checks while you wear this armor.

Y.Kecha Ear.
While wearing this armor you have a +1 bonus to Constitution saving throws to maintain concentration.

Y.Kecha Talon
While wearing this armor, you can use an action to cast the *spider climb* spell from it. Once used, this property can't be used again until the next dawn.

WEAPON MATERIAL EFFECTS
Y.Kecha Pelt
When you cast a spell that deals bludgeoning, piercing, or slashing damage, add 1/2 of your proficiency bonus to that damage.

Y.Kecha Tail *(Druid, Sorcerer, Warlock, or Wizard)*
While attuned to this weapon you know the *frostbite* cantrip. If you already know the spell, the spells save DC is increased by 1.

Y.Kecha Talon
Whim. The first time you mine or gather on an expedition, you gain 1 extra minerals or plants than you would normally receive. *(This material stacks with other material effects that increase the number of resources you can obtain.)*

OTHER MATERIAL EFFECTS
Jumbo Bone
Uncommon armor upgrade material.

Lagombi

A large, wombat-like Fanged Beast. Its ears are long and highly sensitive, and its face features a beak-like mouth along with small red eyes. A Lagombi's belly is made of a low-friction material and is shaped so that it can slide upon the ice like a sled. It is covered in a thick fur coat to keep it warm in its sub-zero homeland.

Lagombi have a warm pelt that helps them survive the cold. These creatures have a plastron-like shell on their stomachs, allowing them to slide across the ice with ease, possibly for escaping from larger monsters. This can also be used to easily surprise intruding hunters. Their ears are highly sensitive, allowing them to notice predators like Barioth and Tigrex even when they are far away, giving them plenty of time to escape. Lagombi claws are able to tear through flesh easily and even freeze over the wounds left over on prey.

Lagombi are a mildly aggressive in nature. Though they don't attack unless angered, Lagombi can be considered dangerous for novice hunters. Primarily looking for food to either store or gather Lagombi are known to have food hidden underground across their territory.

Lagombi

Large beast (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Skills Acrobatics +3, Perception +0
Damage Immunities acid, cold, necrotic
Senses passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency** +2

Ice Walker. The lagombi is accustomed to moving through the frozen tundras, as such it ignores difficult terrain for snow, ice, and other cold weather effects.

Keen Hearing. The lagombi has advantage on Wisdom (Perception) checks that rely on hearing.

Slide. The lagombi's reflexes and agility allow it to move with a burst of speed. When it moves on its turn in combat, it can double its speed while traveling in a straight line. If the lacombi runs into a creature after moving at least 20 feet the creature must make a DC 13 Strength saving throw or be knocked prone. The lagombi cannot use this trait again until it moves 0 feet on one of its turns.

Actions

Multiattack. The lagombi makes two Claw attacks. It can replace one of these attacks with its Giant Snowball attack.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Giant Snowball. *Ranged Weapon Attack:* +3 to hit, reach 60/180 ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage plus 5 (1d10) cold damage.

Lagombi Kit

Small beast (fanged), unaligned

Armor Class 13 (natural armor)
Hit Points 31 (7d6 + 7)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	5 (-3)

Skills Acrobatics +2
Damage Resistances acid, cold, necrotic
Senses passive Perception 8
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Ice Walker. The lagombi is accustomed to moving through the frozen tundras, as such it ignores difficult terrain for snow, ice, and other cold weather effects.

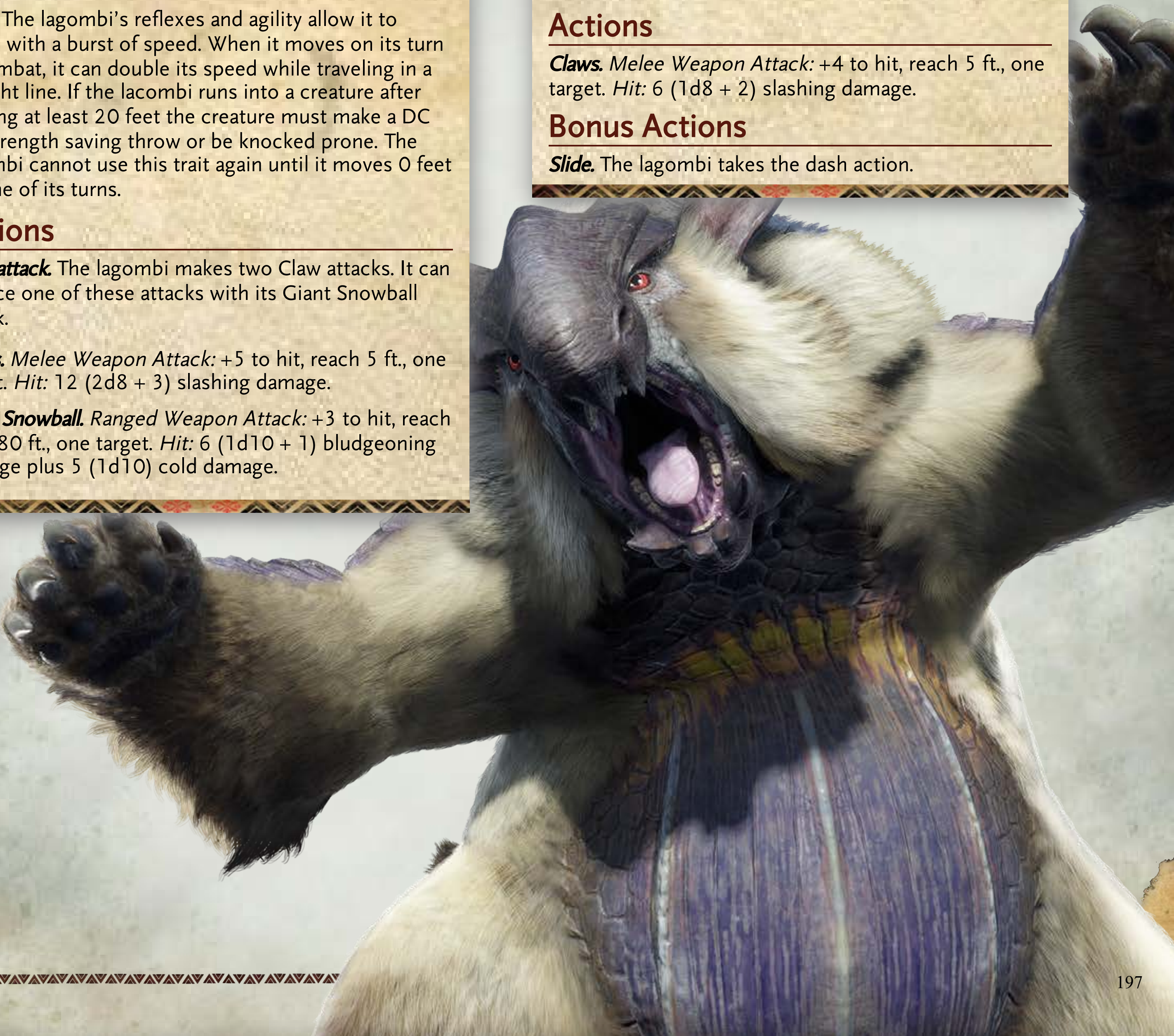
Keen Hearing. The lagombi has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Bonus Actions

Slide. The lagombi takes the dash action.



Lagombi

Challenge Rating 3 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Lagombi Pelt	(A)
8-11	4-10	Lagombi Plastron	(A,W)
12-13	11-15	Lagombi Iceclaw	(A,W)
14-15	16-18	Lagombi Jumbo Bone	(A,W,O)
16-20	19-20	Lagombi Ear	(A,W)

ARMOR MATERIAL EFFECTS

Lagombi Pelt
You have a +1 bonus to Acrobatics checks while you wear this armor.

Lagombi Plastron
You ignore difficult terrain created by ice or snow while you wear this armor.

Lagombi Iceclaw
You reduce cold damage you take by 3 while you wear this armor.

Lagombi Jumbo Bone
Archaeologist. When you successfully gather a bone resource, you instead gather 2.

Lagombi Ear
Whenever you make a saving throw against the blinded condition, you do so with a +1 bonus.

WEAPON MATERIAL EFFECTS

Lagombi Plastron
This weapon has a reservoir of ice magic that can freeze the ground for up to 30 seconds. While holding this weapon, you can use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 10-foot radius of this weapon becomes difficult terrain. This weapon recharges 1d6 seconds of energy to the weapon's reservoir daily at dawn.

Lagombi Iceclaw
When you cast a spell that deals cold damage, add 1/2 of your proficiency bonus to that damage.

Lagombi Jumbo Bone
Your bludgeoning weapon deals an extra 2 bludgeoning damage.

Lagombi Ear *(Sorcerer & Wizard Only)*
While attuned to this weapon you know the *ray of frost* cantrip.

OTHER MATERIAL EFFECTS

Lagombi Jumbo Bone
Uncommon armor upgrade material.

Lagombi Kit

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-7	Lagombi Kit Pelt	(A)
8-15	Lagombi Kit Claw	(A,W)
16-20	Lagombi Kit Ear	(A,W)

ARMOR MATERIAL EFFECTS

Lagombi Kit Pelt
You have a +1 bonus to Acrobatics checks while you wear this armor.

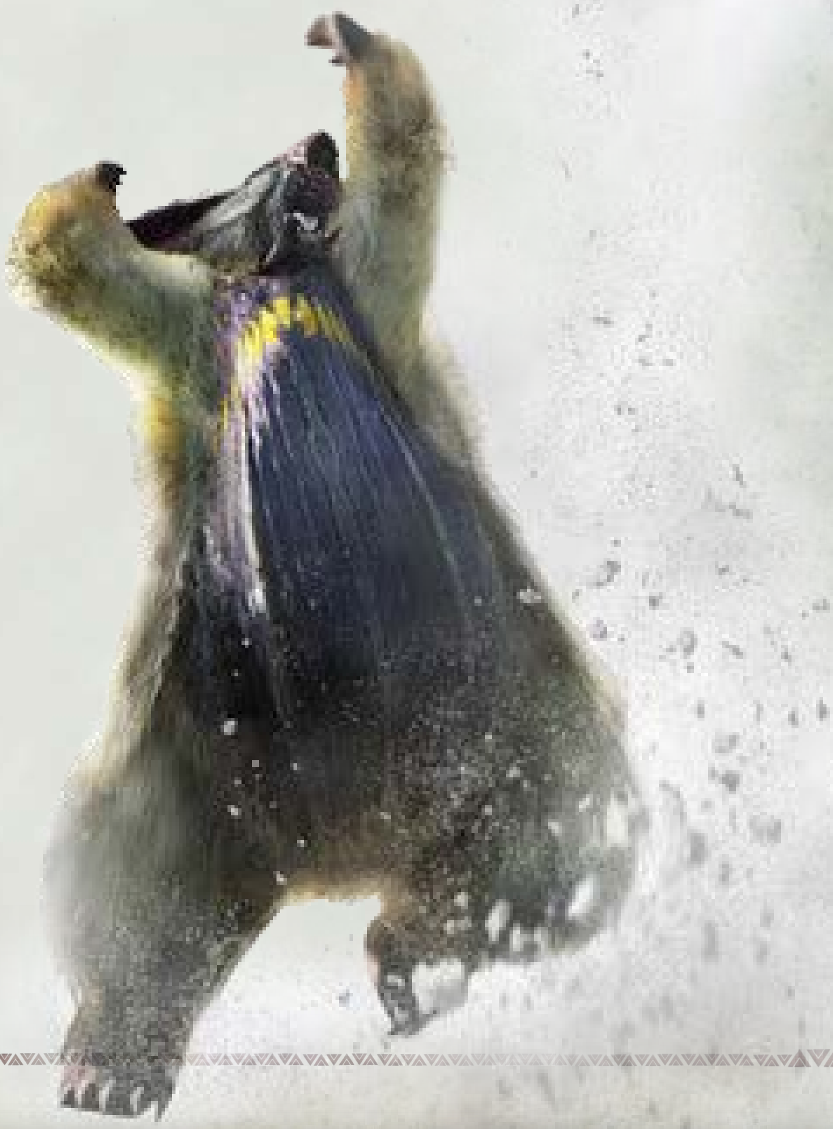
Lagombi Kit Claw
Forager. When you harvest mushrooms, you instead gather two.

Lagombi Kit Ear
You ignore difficult terrain created by ice or snow while you wear this armor.

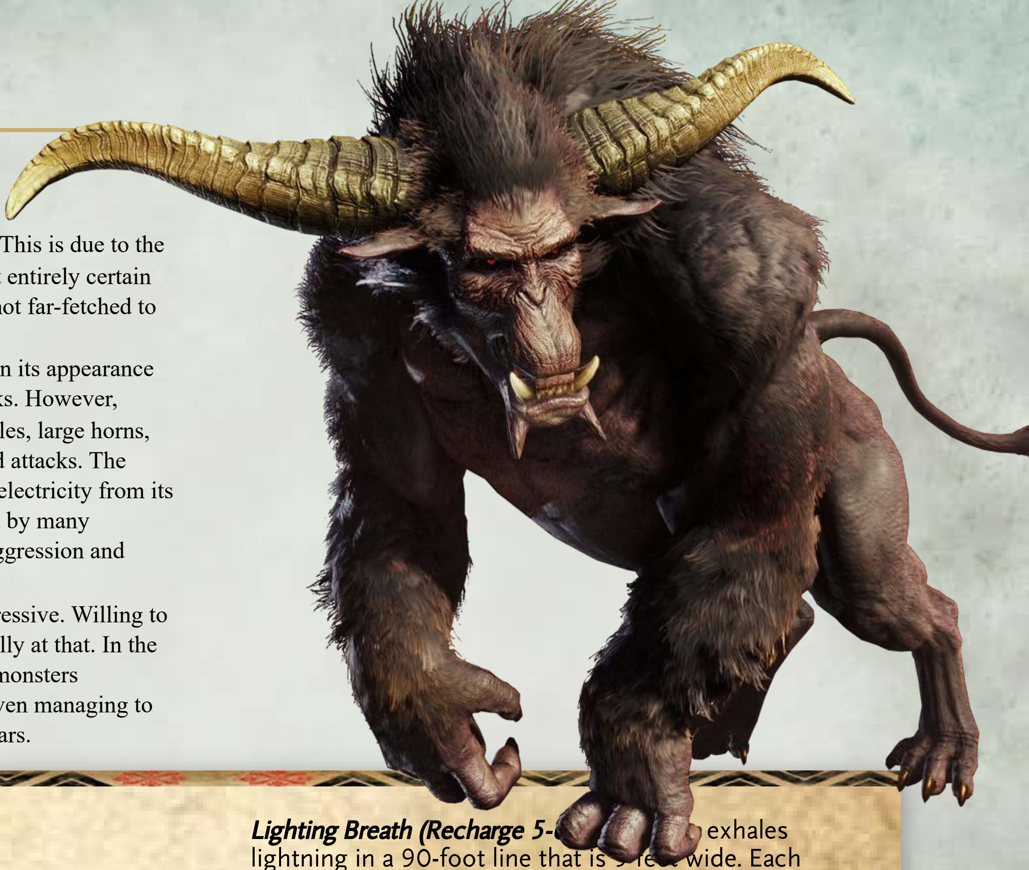
WEAPON MATERIAL EFFECTS

Lagombi Kit Claw
When you cast a spell that deals cold damage, add 1/2 of your proficiency bonus to that damage.

Lagombi Kit Ear *(Sorcerer & Wizard Only)*
While attuned to this weapon you know the *ray of frost* cantrip.



Rajang



The rajang is a ultra-aggressive creature that is rarely sighted and seldom survived. Widely regarded as the pinnacle in unparalleled physical prowess The rajang is said to be a loner. This is due to the rajang's near-permanent nomadic lifestyle, it's not entirely certain where the rajang is capable of living, though it's not far-fetched to assume that it can live just about anywhere.

The Rajang strongly resembles the blangonga in its appearance and movement, even borrowing some of its attacks. However, notable differences include rajang's broader muscles, large horns, hairy tail tip and its ability to use electricity-based attacks. The rajang's most notable attack is its ability to shoot electricity from its mouth, either as a blast or a beam. They are hated by many adventurers, due to their combination of speed, aggression and power.

Rajang are at best described as being ultra aggressive. Willing to attack and kill anything that threatens them, brutally at that. In the New World it's shown to be willing to challenge monsters sometimes two or three times it's own size, and even managing to overpower or tie against such monsters in Turf Wars.

Rajang

Huge beast (fanged), unaligned

Armor Class 17 (natural armor)
Hit Points 175 (14d12 + 84)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	23 (+6)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +11, Dex +6, Wis +8
Skills Athletics +11, Perception +8
Damage Resistances poison
Damage Immunities fire, lightning, necrotic
Senses passive Perception 18
Languages —
Challenge 15 (13,000 XP) **Proficiency** +5

Standing Leap. The rajang's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The rajang makes two Fist attacks.

Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the rajang moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Kick. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Lighting Breath (Recharge 5-6 exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Meteor (Recharge 6). If the rajang jumps at least 15 feet as part of its movement, it can then use this action to roll into a ball and come crashing down in a space that contains one or more creatures within 40 feet of it. Each of those creatures must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or take 16 (3d6 + 6) bludgeoning damage plus 14 (4d6) lightning damage and be knocked prone. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the rajang's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the rajang's space.

Legendary Actions

The rajang can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rajang regains spent legendary actions at the start of its turn.

Kick. The rajang makes one Kick attack.

Move. The rajang moves up to its speed without provoking opportunity attacks.

Quake (Costs 2 Actions). The rajang reaches for the sky and slams its body onto the ground. Each creature within 30 feet of the rajang must succeed on a DC 19 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Rajang

Challenge Rating 15 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-5	Rajang Fang	(A,W)
9-13	6-13	Rajang Blackfur	(A,W)
—	14-15	Rajang Tail	(A,W)
14-17	16-18	Rajang Claw	(A,W)
18	—	Rajang Horn	(A,W)
19-20	19-20	Gold Rajang Pelt	(A,W)

ARMOR MATERIAL EFFECTS

Rajang Fang
You have advantage on Insight checks while you wear this armor.

Rajang Blackfur
You suffer no harm in temperature as cold as -20 degrees Fahrenheit while you wear this armor.

Rajang Tail
Imperial Wrath. You have advantage on intimidation checks when interacting with nobles while you wear this armor.

Rajang Claw
When you must succeed on a saving throw or be knocked prone, you do so with advantage.

Rajang Horn
You have resistance to thunder damage while you wear this armor.

Gold Rajang Pelt
You are immune to thunder damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Rajang Fang *(Insect Glaive Only)*
When you take the Attack action on your turn, you can replace one of your attacks to hurl this weapon and speak this weapon's command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 16 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Rajang Blackfur
Your weapon deals an extra 1d6 lightning damage.

Rajang Tail *(Spellcaster Only)*
This weapon has 7 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *lightning bolt* spell (save DC 15) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

This weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

Rajang Claw
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Rajang Horn
Your weapon gains the following properties. When one of these properties is used, it can't be used again until the next dawn.

- ***Lightning.*** When you hit with a melee attack using the weapon, you can cause the target to take an extra 2d6 lightning damage.
- ***Thunder.*** When you hit with a melee attack using the weapon, you can cause the weapon to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.
- ***Lightning Strike.*** You can use an action to cause a bolt of lightning to leap from the weapon's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.
- ***Thunderclap.*** You can use an action to cause the weapon to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.
- ***Thunder and Lightning.*** You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

Gold Rajang Pelt
Your weapon deals an extra 1d8 lightning damage.

Furious Rajang

Considered to be a near myth, the furious rajang is a rare special rajang individual that is constantly enraged for unknown reasons. Its theorized by the guild that the furious rajang's power is unstable due to the lost of its tail and that its power potentially comes from its heart along with its nerves.

Furious rajang has the same biological adaptations as a normal rajang but with some minor differences. Unlike normal rajang, their hair is always a golden in color. When enraged, furious rajang are surrounded by an aura of golden lightning. They are ultra aggressive just like rajang though are noticeably stronger, faster, and a lot more aggressive than rajang. Many hunters who hu[illegible]hem never return.

Furious Rajang

Huge beast (fanged), unaligned

Armor Class 22 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	25 (+7)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Str +13, Dex +8, Wis +11
Skills Athletics +13, Perception +11
Damage Resistances poison
Damage Immunities fire, lightning, necrotic
Condition Immunities charmed, frightened
Senses passive Perception 21
Languages —
Challenge 21 (33,000 XP) **Proficiency** +7

Hypermetabolism. The rajang has advantage on saving throws against being paralyzed, poisoned, put to sleep, or stunned.

Legendary Resistance (2/Day). If the rajang fails a saving throw, it can choose to succeed instead.

Standing Leap. The rajang's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The rajang makes three Fist attacks.

Electric Volley. *Ranged Weapon Attack:* +13 to hit, range 20/60 ft., one target. *Hit:* 14 (4d6) lightning damage and each creature within 15 feet of the target (excluding the target) must make a DC 22 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Fist. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the rajang moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Kick. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Lighting Breath (Recharge 5-6). The rajang exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 58 (13d8) lightning damage on a failed save, or half as much damage on a successful one.

Meteor (Recharge 6). The rajang jumps at least 15 feet as part of its movement, it can then use this action to roll into a ball and come crashing down in a space that contains one or more creatures within 40 feet of it. Each of those creatures must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or take 16 (3d6 + 6) bludgeoning damage plus 31 (9d6) lightning damage and be knocked prone on a failed save. On a successful save, the creature takes half as much damage, isn't knocked prone, and is pushed 5 feet out of the rajang's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the rajang's space.

Legendary Actions

The rajang can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rajang regains spent legendary actions at the start of its turn.

Kick. The rajang makes one Kick attack.

Move. The rajang moves up to its speed without provoking opportunity attacks.

Quake (Costs 2 Actions). The rajang reaches for the sky and slams its body onto the ground. Each creature within 30 feet of the rajang must succeed on a DC 21 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Volley (Costs 2 Actions). The rajang makes one Electric Volley attack.

Furious Rajang

Challenge Rating 21 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-5	Rajang Apoplexy	(A,W)
9-13	6-13	Furious Rajang Pelt	(A,W)
—	14-15	Rajang Hardhorn	(A,W)
14-17	16-19	Rajang Hardclaw	(A,W)
18-19	—	Rajang Heart	(A,W)
20	20	Ghoulish Gold Gorer	(A,W)

ARMOR MATERIAL EFFECTS

Rajang Apoplexy
HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

Furious Rajang Pelt
You have resistance to lightning and thunder damage while you wear this armor.

Rajang Hardhorn
Nimbleness. You have advantage on Dexterity (Acrobatics) checks and Dexterity saving throws while you wear this armor. Also when you are subjected to an effect that allows you to make a dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Rajang Hardclaw
Health Boost+. While wearing this armor, your hit point maximum increases by 2 for each character level you have.

Rajang Heart
Stamina Surge+3. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so.

Ghoulish Gold Gorer
Iron Wall+. You have a +3 bonus to your armor class while you wear this armor.

WEAPON MATERIAL EFFECTS

Rajang Apoplexy
Maximum Might. While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

Furious Rajang Pelt
Your weapon deals an extra 1d8 lightning damage.

Rajang Hardhorn *(Spellcaster Only)*
This weapon has 8 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *lightning bolt* spell (save DC 17) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

This weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

Rajang Hardclaw
Heroics. While below 25% of your maximum hit points your weapon attacks deal 1d4 extra damage and you have resistance to all damage except psychic damage.

Rajang Heart
Your weapon deals an extra 2d6 lightning damage.

Ghoulish Gold Gorer
Rajang Will. While attuned to this weapon you gain the benefits of both the *Rajang Apoplexy* and *Rajang Hardclaw* weapon material effects.

Adolescent Rajang

Large beast (fanged), unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +8, Dex +4, Wis +6
Skills Athletics +8, Perception +6
Damage Resistances fire, lightning
Senses passive Perception 16
Languages —
Challenge 8 (3,900 XP) **Proficiency** +3

Standing Leap. The rajang's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The rajang makes two Fist attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the rajang moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Kick. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Lighting Breath (Recharge 5-6). The rajang exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

Meteor (Recharge 6). If the rajang jumps at least 15 feet as part of its movement, it can then use this action to roll into a ball and come crashing down in a space that contains one or more creatures within 40 feet of it. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or take 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) lightning damage and be knocked prone. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the rajang's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the rajang's space.

Legendary Actions

The rajang can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rajang regains spent legendary actions at the start of its turn.

Kick. The rajang makes one Kick attack.

Move. The rajang moves up to its speed without provoking opportunity attacks.

Quake (Costs 2 Actions). The rajang reaches for the sky and slams its body onto the ground. Each creature within 30 feet of the rajang must succeed on a DC 16 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Adolescent Rajang

Challenge Rating 8 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-5	A.Rajang Fang	(A,W)
9-13	6-13	Rajang Blackfur	(A,W)
—	14-15	A.Rajang Tail	(A,W)
14-17	16-18	Rajang Claw	(A,W)
18	—	A.Rajang Horn	(A,W)
19-20	19-20	A.Gold Rajang Pelt	(A,W)

ARMOR MATERIAL EFFECTS

A.Rajang Fang
You gain a +2 bonus on Insight checks while you wear this armor.

Rajang Blackfur
You suffer no harm in temperature as cold as -20 degrees Fahrenheit while you wear this armor.

A.Rajang Tail
Sovereign Wrath. You gain a +2 bonus on intimidation checks when interacting with nobles while you wear this armor.

Rajang Claw
When you must succeed on a saving throw or be knocked prone, you do so with advantage.

A.Rajang Horn
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to lightning damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

A.Gold Rajang Pelt
You have resistance to lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

A.Rajang Fang *(Insect Glaive Only)*
When you take the Attack action on your turn, you can replace one of your attacks to hurl this weapon and speak this weapon's command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 3d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a insect glaive when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 3d6 lightning damage. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

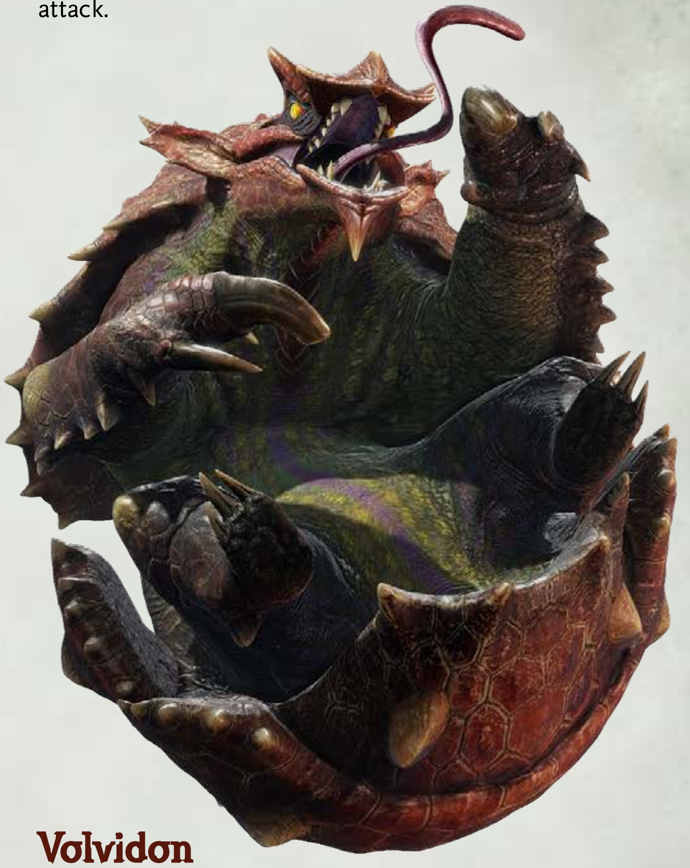
Rajang Blackfur
Your weapon deals an extra 1d6 lightning damage.

A.Rajang Tail *(Spellcaster Only)*
This weapon has 4 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *lightning bolt* spell (save DC 13) from it. This weapon regains 1d4 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

Rajang Claw
Critical Eye. Your weapon attacks critical hit range is increased by 1.

A.Rajang Horn
While attuned to this weapon, you gain a +1 bonus to your spell save DC when casting spells that deal lightning or thunder damage.

A.Gold Rajang Pelt
While holding this weapon, you gain a +1 bonus to spell attack rolls and you ignore half cover when making a spell attack.



Volvidon

Volvidon have a special armor on their backs, protecting them from attacks while also being very flexible. It possesses an extremely long, chameleon-like tongue which is covered in sticky saliva. Being a Fanged Beast, the Volvidon uses attacks similar to those of Arzuros and Lagombi. It is known to pull prey and foes toward its mouth using its long tongue. In addition to aiding transportation, its ability to roll up into a ball allows it to crush foes during combat. It will typically avoid trouble, but if cornered, Volvidon can be surprisingly aggressive.

Since it feeds mainly on Bnahabra and Altaroth, it is able to convert the paralyzing toxins the insects naturally produce in to its own system due to a specialized organ located in its mouth along with a smelly gas. This being done, now its own saliva has the same paralytic qualities, aiding it in its defense against predators.

Volvidon are relatively calm, unless disturbed by predators. At the first sight of trouble the large Fanged Beast will roll up and if possible quickly roll away, but if cornered Volvidon can be surprisingly aggressive. These creatures should not be underestimated by hunters as they can send any inexperienced or arrogant hunter to an early grave.

Volvidon

Large beast (fanged), unaligned

Armor Class 16 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Damage Immunities fire, necrotic
Senses passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency** +3

Actions

Multiattack. The volvidon makes one Tongue attack and two Claw attacks.

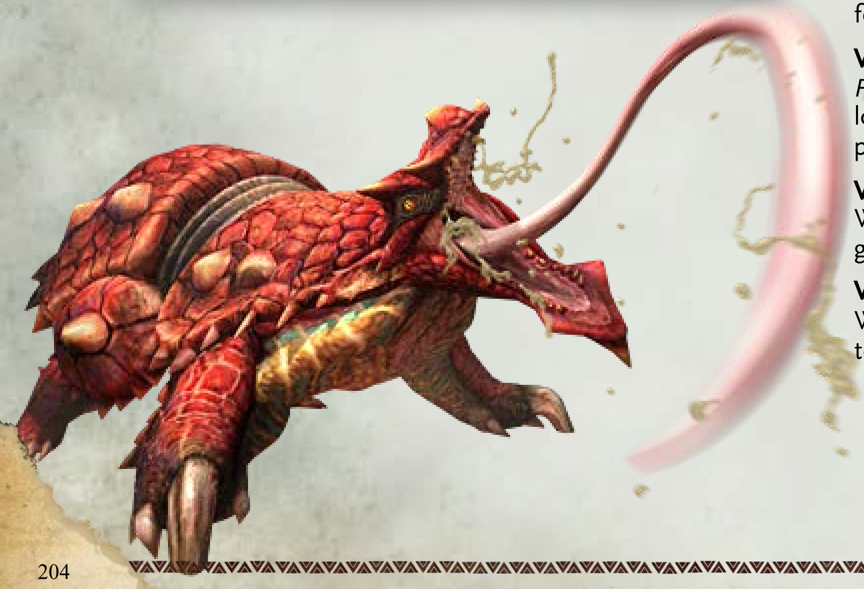
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the volvidon can't make a make a Tongue attack against another target.

Rollout (Recharge 5-6). The volvidon curls up into a ball, releasing any grappled creature, and moves up to double its speed in a straight line. During this move, it can move through other creatures without provoking opportunity attacks. Each creature the volvidon moves through must make a DC 13 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Bonus Actions

Pull in. The volvidon pulls a grappled target 10 feet towards it.



Volvidon

Challenge Rating 5 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
—	1-2	Sharpened Fang+	(A,W)
1-6	3-10	Volvi Carapace	(A,W)
7-10	11-12	Volvidon Talon	(A,W)
11-16	13-18	Volvidon Paralysis Sac	(A,W)
17-20	19-20	Volvi Rickrack	(A,W)

ARMOR MATERIAL EFFECTS

Sharpened Fang+
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to slashing damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Volvi Carapace
Whenever you make a saving throw against waterblight condition, you do so with a +1 bonus.

Volvidon Talon
You have a +1 bonus to Acrobatic checks while you wear this armor.

Volvidon Paralysis Sac
You can cast the *light* cantrip once per day, while you are wearing this armor.

Volvi Rickrack
Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

WEAPON MATERIAL EFFECTS

Sharpened Fang+
Your weapon deals an extra 1d4 slashing damage.

Volvi Carapace
As an action you transform into a 5-foot sphere that resembles the color and shape of a volvidon's shell. While in this form your speed increases to 40 feet, you can speak but it sounds muffled, you can only use your action to transform back into your normal form, and you can only use your bonus action to try and shove a creature within 5 feet of you or to take the Dash action.

Volvidon Talon
FastCharge. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 1 charge, spirit, or phial charge.

Volvidon Paralysis Sac
When you cast a spell that deals lightning damage, you gain a +1 bonus to its spell attack roll.

Volvi Rickrack *(Melee Weapon Only)*
When you hit a creature with this weapon you can attempt to grapple the creature as a bonus action.

Volvidon Pup

Small beast (fanged), unaligned

Armor Class 13 (natural armor)
Hit Points 36 (8d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	3 (-4)	10 (+0)	5 (-3)

Damage Resistance fire
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Actions

Multiattack. The volvidon makes one Tongue attack and one Claw attack.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Tongue. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and a Medium or smaller target is grappled (escape DC 10). Until this grapple ends, the target is restrained, and the volvidon can't make a make a Tongue attack against another target.

Bonus Actions

Pull in. The volvidon pulls a grappled target 10 feet towards it.

Reactions

Tumble. When a creature hits the volvidon with a melee weapon or spell attack, the volvidon can use its reaction to roll 5 feet backwards into an unoccupied space, without provoking opportunity attacks, and reduce the damage it takes from the attack by half.

Volvidon Pup

Challenge Rating 1/2 **Carves/Capture** 1

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Sharpened Fang	(A,W)
6-11	4-10	Volvi Pup Carapace	(A)
12-16	11-17	Volvi Pup Talon	(A)
17-20	18-20	Volvi Pup Rickrack	(A,W)

ARMOR MATERIAL EFFECTS

Sharpened Fang
You reduce slashing damage you take by 2 while you wear this armor.

Volvi Pup Carapace
While wearing this armor you have a +1 bonus to Constitution saving throws to maintain concentration.

Volvi Pup Talon
Botanist. When you successfully gather a plant resource, you instead gather 2.

Volvi Pup Rickrack
While you wear this armor, you can choose to leave volvidon tracks instead of your own.

WEAPON MATERIAL EFFECTS

Sharpened Fang
Your slashing weapon deals an extra 1 slashing damage.

Volvi Pup Rickrack
While you are attuned to this weapon, your tongue can extend out to 10 feet and you can grapple creatures with it. While a creature is grappled by your tongue, you are unable to speak coherently.

Wulg

Wulgs greatly resemble a cross between a wolf and a badger, possessing a thick black and white striped pelt, a lithe frame and a long bushy tail. Their faces are long and tapering, and covered in black fur. Wulgs have been known to attack hunters if they come across them, but won't directly hunt them. They are capable of lunging and biting at foes, as well as performing an acrobatic grapple attack that requires hunters to move quickly lest they be stripped of their health.

Wulg

Medium beast (fanged), unaligned

Armor Class 13 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Damage Immunity cold
Senses passive Perception 13
Languages —
Challenge 1 (200 xp) **Proficiency** +2

Pack Tactics. The wulg has advantage on an attack roll against a creature if at least one of the wulg's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 hit, Reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 hit, Reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the wulg moved at least 20 feet straight toward a Medium or larger creature immediately before the hit, that target must succeed on a DC 12 Strength saving throw or the wulg attaches itself to the target (escape DC 12).

Bonus Actions

Crunch. While attached to a creature, the wulg makes one Bite attack against it.

Wulg

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-14	Raw Meat	(O)
15-20	Wulg Thickfur	(A,W)

ARMOR MATERIAL EFFECTS

Wulg Thickfur

You reduce cold damage you take by 3 while you wear this armor.

WEAPON MATERIAL EFFECTS

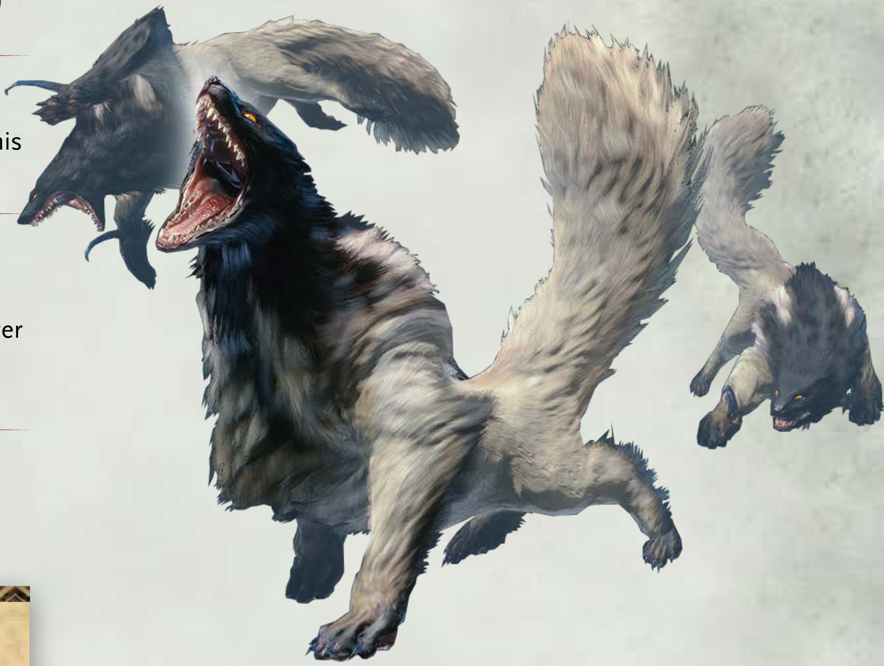
Wulg Thickfur

Master Mounter. You have advantage on Strength (Athletic) checks when attempting to Climb Onto a Bigger Creature (DMG p.271) while you are attuned to this weapon.

OTHER MATERIAL EFFECTS

Raw Meat

Provides 2 days rations when cooked.



Wulg Pup

Small beast (fanged), unaligned

Armor Class 13 (natural armor)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	1 (-5)	8 (-1)	8 (-1)

Damage Immunity cold
Senses passive Perception 9
Languages —
Challenge 1/8 (25 xp) **Proficiency** +2

Actions

Bite. *Melee Weapon Attack:* +2 hit, Reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claw. *Melee Weapon Attack:* +2 hit, Reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage. If the wulg moved at least 20 feet straight toward a Small or larger creature immediately before the hit, that target must succeed on a DC 10 Strength saving throw or the wulg attaches itself to the target (escape DC 10).

Bonus Actions

Crunch. While attached to a creature, the wulg makes one Bite attack against it.

Wulg Pup

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-14	Raw Meat	(O)
15-20	Wulg Pup Fur	(A,W)

ARMOR MATERIAL EFFECTS

Wulg Pup Fur

You reduce cold damage you take by 2 while you wear this armor.

WEAPON MATERIAL EFFECTS

Wulg Pup Fur

You have a +2 bonus on Stealth checks made to hide ice or snowy terrain while are attuned to this weapon.

OTHER MATERIAL EFFECTS

Raw Meat

Provides 2 days rations when cooked.

Fanged Wyvern

Fanged Wyverns are known for being Fanged Beast-like Wyvern monsters that have highly developed limbs. Typically ignored by towns and cities due to their preferred territories being far away from civilization. Up until recently scholars only classified the Zinogre as the only known species of these wyverns. New species have been discovered in far off regions, although they are more reptilian in nature when compared to their kin.

Dodogama

Large wyvern (fanged), unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Con +7, Cha +3
Damage Immunities fire
Senses passive Perception 12
Languages —
Challenge 7 (2,900 XP) **Proficiency** +3

Actions

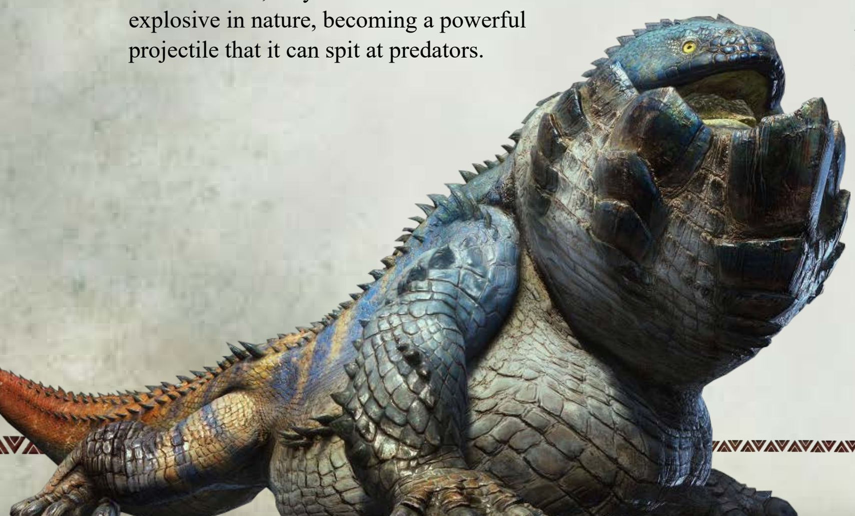
Multiattack. The dodogama makes two Bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) fire damage. If the dodogama moved at least 20 feet straight toward a creature immediately before the hit, the target takes an extra 9 (2d8) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Molten Rock. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) fire damage.

Dodogama

Dodogama has blue scales with orange stripes covering its body. It has a massive bottom jaw used for storing rocks in its mouth, which will turn orange when they become volatile. Dodogama is known to eat rocks for defense. When these rocks are combined with its saliva, they become explosive in nature, becoming a powerful projectile that it can spit at predators.



Dodogama

Challenge Rating 7 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Monster Bone+	(O)
4-6	4-7	Dodogama Hide	(A,W)
7-9	8-9	Dodogama Jaw	(W)
—	10-12	Nourishing Extract	(O)
10-14	13-17	Dodogama Scale	(A)
15-17	—	Dodogama Tail	(A,W)
18-20	18-20	Dodogama Talon	(A,W)

ARMOR MATERIAL EFFECTS

Dodogama Hide
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Dodogama Scale
You have a +2 bonus to Animal Handling checks while you wear this armor.

Dodogama Tail
Whenever you make a saving throw against an attack or spell that deals fire damage, you do so with a +2 bonus.

Dodogama Talon *(Charge Blade & Gunlance Only)*
Capacity Boost. This material provides one of the following armor properties depending on which weapon it is placed in:

- *(Charge Blade)* Your phial charge maximum is increased by 1.
- *(Gunlance)* Your gunlance can hold one extra shell.

WEAPON MATERIAL EFFECTS

Dodogama Hide
While attuned to this weapon, you gain a +1 bonus to your spell attack rolls when casting fire spells.

Dodogama Jaw *(Sorcerer & Wizard Only)*
You know the *fire bolt* cantrip while attuned to this weapon.

Dodogama Tail *(Sorcerer & Wizard Only)*
Mini-Bombardier. This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *burning hands* (1 rune) *scorching ray* (2 runes), *aganazzar's scorcher* (2 runes), or *flaming sphere* (2 runes). This weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Dodogama Talon *(Gunlance Only)*
Artillery+. While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.

OTHER MATERIAL EFFECTS
Monster Bone+
Rare weapon upgrade material.

Nourishing Extract
A material that replaces the catalyst for crafting demondrug or armorskin potions. It can also be used in place of mega nutrients when crafting max potions or ancient potions.

Juvenile Dodogama

Medium wyvern (fanged), unaligned

Armor Class 15 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Saving Throws Con +5, Cha +0
Damage Immunities fire
Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Actions

Multiattack. The dodogama makes two Bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 1 fire damage.

Molten Rock. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) fire damage.

Juvenile Dodogama

Challenge Rating 1 **Carves/Capture** 1

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Jumbo Bone	(O)
4-6	4-8	J.Dodogama Hide	(A,W)
7-9	9-12	J.Dodogama Jaw	(A,W)
10-14	13-17	J.Dodogama Scale	(A)
15-17	—	J.Dodogama Tail	(A,W)
18-20	18-20	J.Dodogama Talon	(A,W)

ARMOR MATERIAL EFFECTS
J.Dodogama Hide
You reduce fire damage you take by 2 while you wear this armor.

J.Dodogama Jaw
Geologist. When you successfully gather a mining resource, you instead gather 2.

J.Dodogama Scale
You have a +1 bonus to Animal Handling checks while you wear this armor.

J.Dodogama Tail
Botanist. When you successfully gather a plant resource, you instead gather 2.

J.Dodogama Talon
Guts. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again for 2 days.

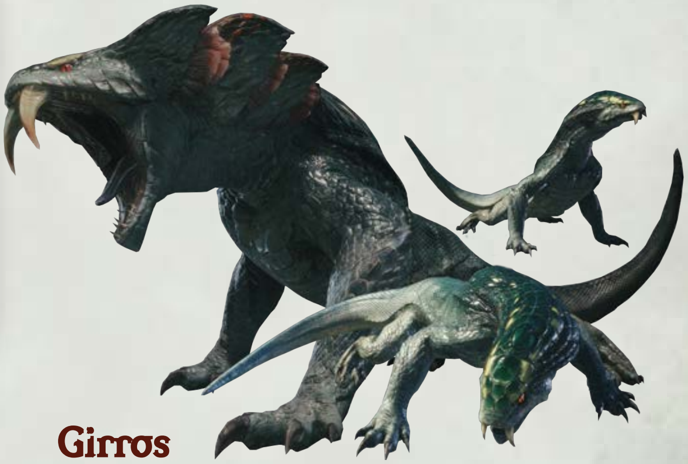
WEAPON MATERIAL EFFECTS
J.Dodogama Hide
When you cast a spell that deals fire damage, add 1/2 of your proficiency bonus to that damage.

J.Dodogama Jaw *(Druid, Sorcerer & Wizard Only)*
You know the *control flames* cantrip while wearing this armor.

J.Dodogama Tail
Spirit's Whim. The first time you mine or gather on an expedition, you gain double the amount of minerals or plants you would normally receive.

J.Dodogama Talon *(Gunlance Only)*
Artillery. While attuned to this weapon, your wyvernfire can now be used twice per long rest.

OTHER MATERIAL EFFECTS
Jumbo Bone
Uncommon armor upgrade material.



Girros

Girros are snake-like Fanged Wyverns with a head and hood similar to a cobra. They have black onyx scales with yellow stripes on their neck. Girros also have red gill-like organs on the side of their neck. Girros have a paralyzing venom in their fangs used to incapacitate their prey.

Great Girros

Great Girros greatly resembles a cobra in appearance though walks on all fours like a monitor. It is covered in black onyx scales and has yellow stripes running down the back of its neck. On the side of its neck is a hood with red gill-like organs. Great Girros has large fangs filled with a paralyzing venom. It just takes a single bite from these fangs to paralyze prey as big as fangs to paralyze prey as big as Radobaan. It can also spit a yellow fluid from its mouth that can paralyze prey. Great Girros also possess the ability to call Girros during a fight to swarm it's prey with a barrage of paralyzing bites.

Great Girros is an active scavenger that is constantly looking for new corpses to feed on. Great Girros is also surprisingly aggressive as it will attack even Odogaron who is the Apex Monster of the Rotten Vale. Great Girros will fight any monster it can swarm with regular Girros.

Girros Pup

Small wyvern (fanged), unaligned

Armor Class 12 (natural armor)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	1 (-5)	8 (-1)	8 (-1)

Damage Resistance acid
Condition Immunities paralyzed
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Pack Tactics. The girros has advantage on an attack roll against a creature if at least one of the girros's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or be poisoned until the end of its next turn.

Girros Pup

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-9	Raw Meat	(O)
10-14	Girror Pup Scale	(W)
15-20	Girros Meat	(O)

WEAPON MATERIAL EFFECTS

Girror Pup Scale
You know the *poison spray* cantrip while attuned to this weapon.

OTHER MATERIAL EFFECTS

Girros Meat
A material that replaces the parashroom when crafting.

Raw Meat
Provides 2 days rations when cooked.

Girros

Small wyvern (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Damage Resistance acid
Condition Immunities paralyzed
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Pack Tactics. The girros has advantage on an attack roll against a creature if at least one of the girros's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Girros

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-8	Girros Hide	(A)
9-15	Girros Scale	(A)
16-20	Girros Fang	(W)

ARMOR MATERIAL EFFECTS

Girros Hide
You have a +1 bonus to Stealth checks while you wear this armor.

Girros Scale
Your eyes look like snake eyes while you wear this armor, granting you blindsight out to 10 feet.

WEAPON MATERIAL EFFECTS

Girros Fang
A creature hit by this weapon must succeed a DC 8 Constitution saving throw or become incapacitated and has its movement speed is reduced to 0 until the start of its next turn.

Great Girros

Large wyvern (fanged), unaligned

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Con +7
Skills Perception +5
Damage Resistances necrotic
Damage Immunities lightning
Condition Immunities paralyzed
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

Actions

Multiattack. The great girros makes three Bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

If the great girros moved at least 20 feet straight toward a creature immediately before the hit, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Paralyzing Spit. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one creature. *Hit:* The creature is poisoned for 1 minute. While poisoned in this way the target is paralyzed. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Alpha Call (1/day). The great girros looses a shriek, calling 2 (1d4) girros to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the great girros and obeying its hissed commands.

Great Girros

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-2	1-3	Monster Bone+	(O)
3-5	4-7	Great Girros Hide	(A)
6-8	8-9	Great Girros Hood	(A,W)
9-13	10-13	Great Girros Scale	(A)
14-16	—	Great Girros Tail	(W)
17-18	14-16	Great Girros Fang	(W)
19-20	17-20	Girros Paralysis Sac	(W)

ARMOR MATERIAL EFFECTS

Great Girros Hide
Palico Rally. NPC allies within 10 feet of you gain +1 AC and +1 to attack rolls while you are attuned to this weapon.

Great Girros Hood
Effluvia Resis. You are immune to damage from *Effluvia* and you reduce acid damage you take by 2 while you wear this armor.

Great Girros Scale
Whenever you make a saving throw against the paralyzed condition, you do so with a +3 bonus.

WEAPON MATERIAL EFFECTS

Great Girros Hood
While attuned to this weapon, you have darkvision out to a range of 60 feet.

Great Girros Tail *(Hunting Horn Only)*
Horn Maestro. While attuned to this weapon, your melody lasts an extra 30 seconds longer than normal.

Great Girros Fang
A creature hit by this weapon must succeed a DC 9 Constitution saving throw, or be incapacitated and has its movement speed is reduced to 0 until the end of its next turn.

Girros Paralysis Sac *(Bard, Cleric, Druid, Sorcerer, Warlock, & Wizard Only)*
While attuned to this weapon you can cast the *hold person* spell at 2nd level once per day, without expending a spell slot.

OTHER MATERIAL EFFECTS

Monster Bone+
Rare weapon upgrade material.

Jagras

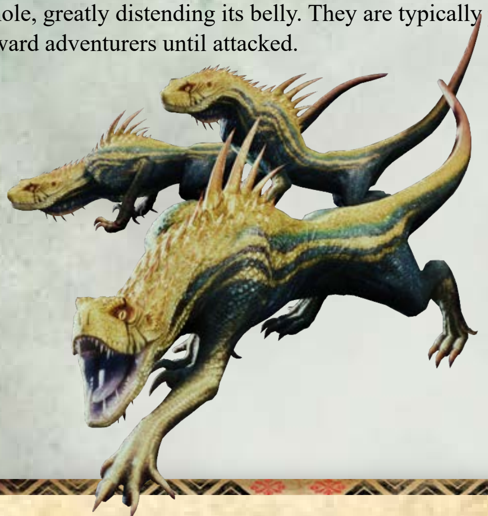
Jagras are small and slim compared to Great Jagras. Their body shape is very wolf-like in nature, allowing them to move quickly and stand up right for short periods of time. Jagras have light green scales with blue and reddish stripes covering their body, as well as a blue-colored underbelly.

Jagras will swarm potential prey in an instant, whether it be carrion or raw meat dropped by a hunter. Jagras packs have even been seen attacking injured Anjanath. Though they are bold, Jagras will flee to the trees if they encounter a larger monster.

Jagras packs contain both males and females, but the males leave their pack when they reach a certain age and will live on their own as they mature.Most of them won't survive on their own, but those that do will grow up and become a Great Jagras. Once fully grown, they'll return to their place of origin and battle other Great Jagras for their packs.

Great Jagras

Great Jagras greatly resembles an Iguana. It has yellow scales with orange accents and a bluish underside. It also has a distinct mane of hairs that resemble dreadlocks. The monster has incredible stomach capacity and often swallows prey whole, greatly distending its belly. They are typically passive toward adventurers until attacked.



Jagras

Medium wyvern (fanged), unaligned

Armor Class 11 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Damage Resistance poison
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Actions

Multiattack. The jagras makes two Bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Jagras

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-8	Jagras Hide	(A)
9-15	Jagras Scale	(A)
16-20	Sharp Claw	(W)

ARMOR MATERIAL EFFECTS

Jagras Hide
You have a +1 bonus to Nature checks while you wear this armor.

Jagras Scale
You grow snake-like fangs while you are attuned to this armor.

WEAPON MATERIAL EFFECTS

Sharp Claw
Your slashing weapon deals an extra 1 slashing damage.

Jagras Pup

Small wyvern (fanged), unaligned

Armor Class 11 (natural armor)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	1 (-5)	8 (-1)	8 (-1)

Damage Resistance poison
Senses passive Perception 9
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Pack Tactics. The jagras has advantage on an attack roll against a creature if at least one of the jagras' allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Jagras Pup

Challenge Rating 1/8 **Carves** 1

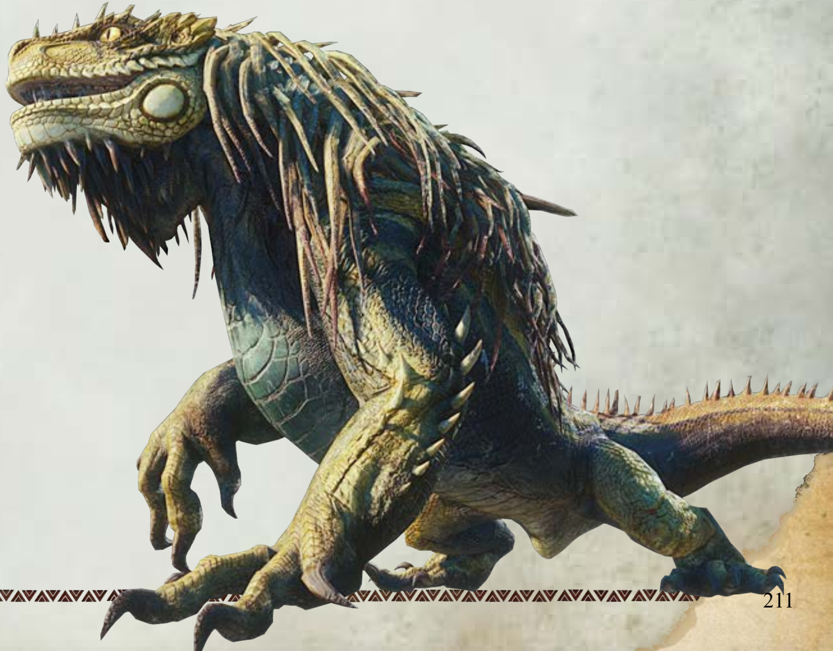
Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-20	Jagras Scale	(A)

ARMOR MATERIAL EFFECTS

Jagras Scale
You grow snake-like fangs while you are attuned to this armor.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.



Great Jagras

Large wyvern (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Damage Resistances cold, necrotic
Damage Immunities poison
Senses passive Perception 13
Languages —
Challenge 4 (1,100 XP) **Proficiency** +2

Full Belly. Immediately after the great jagras swallows a creature or object, its belly expands for 1 hour or until it regurgitates the creature or object. While its belly is expanded, its movement speed is reduced by 10 feet and it deals one extra die of damage on Strength-based weapon attacks (included in the attacks).

Actions

Multiattack. The great jagras makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage or 13 (3d6 + 3) piercing damage if its belly is expanded, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the great jagras can't bite another target.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) slashing damage or 13 (4d4 + 3) piercing damage if its belly is expanded.

Swallow. The great jagras makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the great jagras, and it takes 10 (3d6) acid damage at the start of each of the great jagras's turns.

The great jagras can have only one target swallowed at a time. If the great jagras takes 15 damage or more on a single turn from the swallowed target, the great jagras must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the target, which falls prone in a space within 5 feet of the great jagras and is no longer blinded or restrained by it.

While the great jagras isn't incapacitated, it can regurgitate the target at any time (no action required) in a space within 5 feet of it. If it is a creature, it exits prone. If the great jagras dies, it likewise regurgitates a swallowed target.

Rollover (Full Belly Only, Recharge 5-6). The great jagras moves up to half its speed while rolling over. During this move, it can move through other creatures without provoking opportunity attacks. Each creature the great jagras moves through must make a DC 13 Dexterity saving throw, taking 17 (4d6 + 3) bludgeoning damage and be knocked prone on a failed save, or half as much damage, isn't knocked prone, and is pushed 5 feet out of the great jagras's space into an unoccupied space of the creature's choice on a successful save. If no unoccupied space is within range, the creature instead falls prone in the great jagras's space.

Great Jagras

Challenge Rating 4 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Great Jagras Scale	(A,W)
7-11	5-10	Great Jagras Hide	(A,W)
12-15	11-14	Great Jagras Mane	(A)
16-20	15-16	Great Jagras Claw	(A,W)
—	17-20	Monster Bone+	(O)

ARMOR MATERIAL EFFECTS

Great Jagras Scale
You have a +2 bonus to Intimidation checks while you wear this armor.

Great Jagras Hide
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Great Jagras Mane
Free Meal. While attuned to this armor, you no longer need to eat or drink.

Great Jagras Claw
Full Belly. As an action, you can eat up to two days worth of rations causing your belly to expand for 1 minute or until you regurgitate the rations as a bonus action. For each ration you eat in this way, you gain a +1 bonus to your AC, but your movement speed is reduced by 10 feet.

WEAPON MATERIAL EFFECTS

Great Jagras Scale *(1-Handed or Versatile Weapons Only)*
While attuned to this weapon, you can safely swallow it instead of sheathing it, and you can draw the weapon the same as any other.

Great Jagras Hide
While attuned to this weapon, you know the *purify food and drink* spell.

Great Jagras Claw
Palico Rally. NPC allies within 10 feet of you gain +1 AC and +1 to attack rolls while you are attuned to this weapon.

OTHER MATERIAL EFFECTS

Monster Bone+
Rare weapon upgrade material.

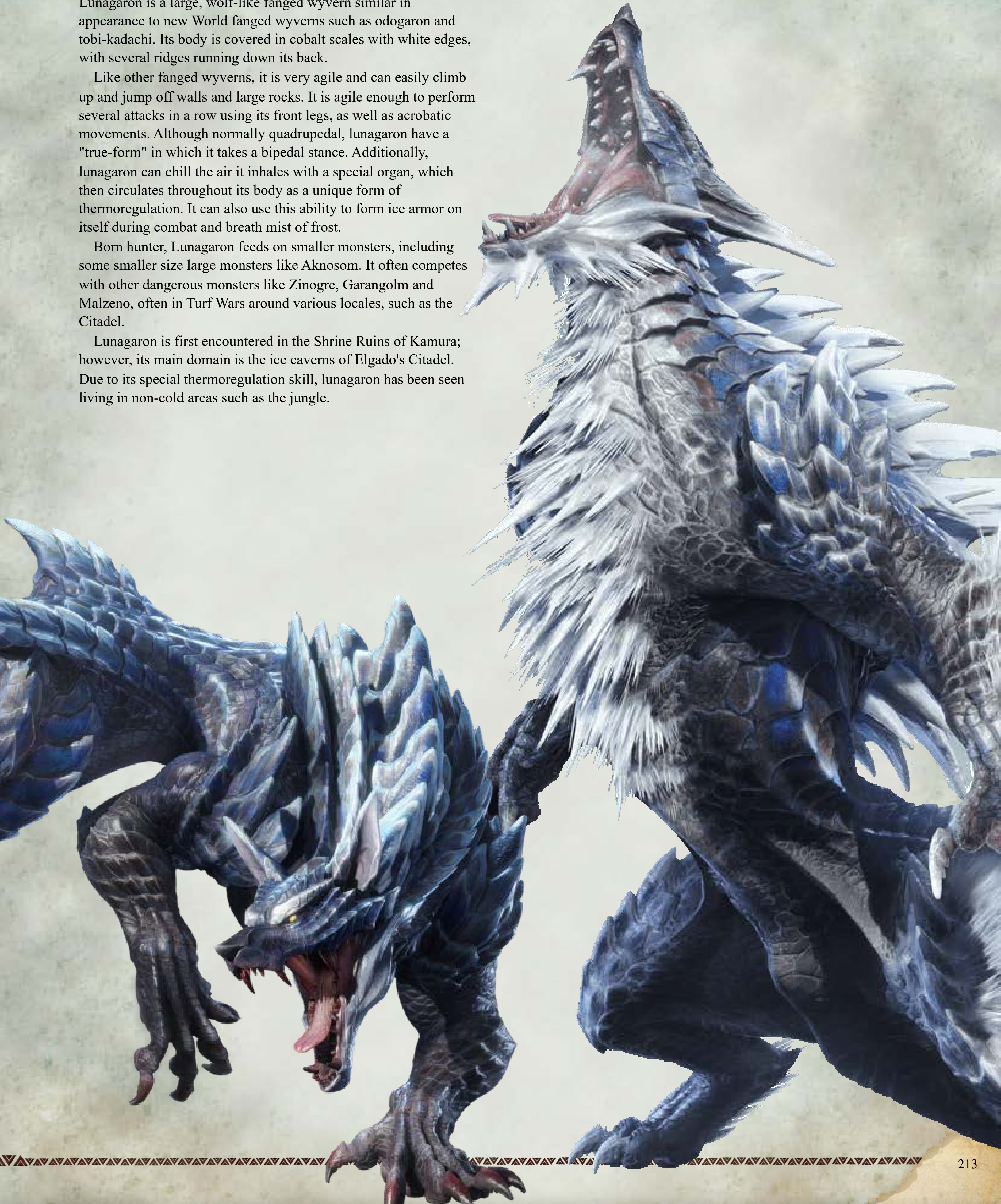
Lunagaron

Lunagaron is a large, wolf-like fanged wyvern similar in appearance to new World fanged wyverns such as odogaron and tobi-kadachi. Its body is covered in cobalt scales with white edges, with several ridges running down its back.

Like other fanged wyverns, it is very agile and can easily climb up and jump off walls and large rocks. It is agile enough to perform several attacks in a row using its front legs, as well as acrobatic movements. Although normally quadrupedal, lunagaron have a "true-form" in which it takes a bipedal stance. Additionally, lunagaron can chill the air it inhales with a special organ, which then circulates throughout its body as a unique form of thermoregulation. It can also use this ability to form ice armor on itself during combat and breath mist of frost.

Born hunter, Lunagaron feeds on smaller monsters, including some smaller size large monsters like Aknosom. It often competes with other dangerous monsters like Zinogre, Garangolm and Malzeno, often in Turf Wars around various locales, such as the Citadel.

Lunagaron is first encountered in the Shrine Ruins of Kamura; however, its main domain is the ice caverns of Elgado's Citadel. Due to its special thermoregulation skill, lunagaron has been seen living in non-cold areas such as the jungle.



Lunagaron

Large wyvern (fanged), unaligned

Armor Class 17 (19 with Ice Cloak or Werewolf active)
Hit Points 52 (5d10 + 25) (242 hp with mythic traits)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	8 (-1)	15 (+2)	10 (+0)

Saving Throws Dex +9, Con +11, Wis +8
Skills Acrobatics +9, Athletics +12, Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 18
Languages —
Challenge 19 (22,000 XP) **Proficiency** +6

Ice Cloak (Mythic Trait; Recharges after a Short or Long Rest). If the lunagaron is reduced to 0 hit points while in its normal form, it doesn't die or fall unconscious. Instead, its current hit point total instead resets to 84 (8d10 + 40 hit points, it regains one expended use of Legendary Resistance, and it coats its limbs and tail with ice for 1 minute. Additionally, the lunagaron can now use the ice cloak options in the "Mythic Actions" section for 1 minute.

Keen Hearing and Smell. The lunagaron has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (2/Day). If the lunagaron fails a saving throw, it can choose to succeed instead.

Werewolf (Mythic Trait; Recharges after a Short or Long Rest). If the lunagaron is reduced to 0 hit points while ice cloak is active or needs to be recharged, it doesn't die or fall unconscious. Instead, its current hit point total instead resets to 105 (10d10 + 50) hit points, it regains one expended use of Legendary Resistance, and it stands on its two hind legs, infusing ice around its claws and creates huge spikes on its back for 1 minute. Additionally, the lunagaron can now use the werewolf options in the "Mythic Actions" section for 1 minute.

Actions

Multiattack. The lunagaron makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit* 9 (1d6 + 6) slashing damage, or 9 (1d6 + 6) plus 7 (2d6) cold damage while ice cloak or werewolf is active. If the target is a creature and ice cloak or werewolf is active, the target must succeed on a DC 19 Constitution saving throw or be diseased with iceblight until the start of lunagaron's next turn.

Tail. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit* 15 (2d8 + 6) bludgeoning damage, or 15 (2d8 + 6) plus 7 (2d6) cold damage while ice cloak or werewolf is active. If the target is a creature and ice cloak or werewolf is active, the target must succeed on a DC 19 Constitution saving throw or be diseased with iceblight until the start of lunagaron's next turn.

Furious Swipes (Recharge 5-6). The lunagaron makes three Claw attacks that deal an extra 7 (2d6) slashing damage against the same target.

Reactions

Uncanny Dodge. The lunagaron halves the damage that it takes from an attack that hits it. The lunagaron must be able to see the attacker.

Legendary Actions

The lunagaron can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lunagaron regains spent legendary actions at the start of its turn.

Attack. The lunagaron makes one Tail attack.

Flash Freeze. The lunagaron freezes the air in a 5-foot radius around it. Each creature in that area must succeed on a DC 19 Constitution saving throw or be diseased with iceblight until the start of the lunagaron's next turn. If the saving throw fails by 9 or more, the target is instead diseased with iceblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pounce (Costs 2 Actions). The lunagaron moves up to its speed, then makes one Bite attack. If the attack hit, the target must succeed on a DC 20 Strength saving throw, or be knocked prone.

Mythic Actions

If the lunagaron's Ice Cloak trait has activated in the last minute, it can use the options below as legendary actions.

Cold Breath (Costs 2 Actions). The lunagaron exhales an icy blast in a 30-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Constitution saving throw, taking 31 (9d6) cold damage and be diseased with iceblight for 1 minute on a failed save, or half as much damage and isn't diseased with iceblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Trample (Costs 2 Actions). The lunagaron moves up to its speed, during this move it can move through other creatures without provoking opportunity attacks. Each creature the lunagaron moves through must succeed on a DC 20 Dexterity saving throw or take 28 (4d10 + 6) bludgeoning damage and and be knocked prone and diseased with iceblight until the start of lunagaron's next turn.

If the lunagaron's Werewolf trait has activated in the last minute, it can use the options below as legendary actions.

Tail Flip. The lunagaron makes one Tail attack then leaps 10 feet backwards away from the target. Opportunity attacks against the lunagaron have disadvantage when it leaps away.

Leaping Wolf Slash (Costs 3 Actions; Recharge 4-6). The lunagaron lunges up to 15 feet and swipes with both claws at a creature within 5 feet of it. That creature must make a DC 20 Dexterity saving throw, taking 48 (12d6 + 6) slashing damage on a failed save, or half as much damage on a successful one.

Lunagaron

Challenge Rating 19 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Lunagaron Shard	(A,W)
5-9	5-9	Lunagaron Cortex	(A,W)
10-14	10-12	Luna Vermilion Hardclaw	(A,W)
—	13-15	Lunagaron Lash Shell	(A,W)
15-18	—	Frostborn Hardfang	(A,W)
19	16-18	Lunagaron Bluecore	(A)
20	19-20	Lunagaron Frost Jewel	(A,W)

ARMOR MATERIAL EFFECTS

Lunagaron Shard *(Druid Only)*
While wearing this armor you can use your wild shape feature to transform into a **winter wolf** or a **werewolf** with white fur, but your bite doesn't pass on the curse.

Lunagaron Cortex
You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Luna Vermilion Hardclaw
You have a climbing speed equal to your walking speed while you wear this armor. Your climb speed increases by an extra 10 feet for every lunagaron materials you have in your weapon, armor, or trinkets.

Lunagaron Lash Shell *(Spellcaster Only)*
This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to coat your armor in magical ice, gaining 20 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 20 cold damage.

Frostborn Hardfang
Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Lunagaron Bluecore
You are immune to cold damage while you wear this armor.

Lunagaron Frost Jewel
Redirection. When you are the target of a melee attack, you can use your reaction to swap your position with another creature within 5 feet of you that is the same size or smaller than you. If the creature is unwilling, you must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by its Strength (Athletics) or Dexterity (Acrobatics) check or remain in your space. You can use this property a number of times equal to half of your proficiency bonus, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Lunagaron Shard
Your weapon deals an extra 1d8 cold damage.

Lunagaron Cortex
While you are attuned to this weapon, your cold spells bypass a creature's damage resistance.

Luna Vermilion Hardclaw
While you are holding this weapon, you can use an action to speak its command word to summon a **winter wolf** for up to 8 hours. The wolf acts as your ally, and can telepathically communicate with you at any range if you and it are on the same plane of existence. Once this property has been used, it can't be used again until 2 days have passed.

Lunagaron Lash Shell
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

Frostborn Hardfang
Latent Power +2. When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

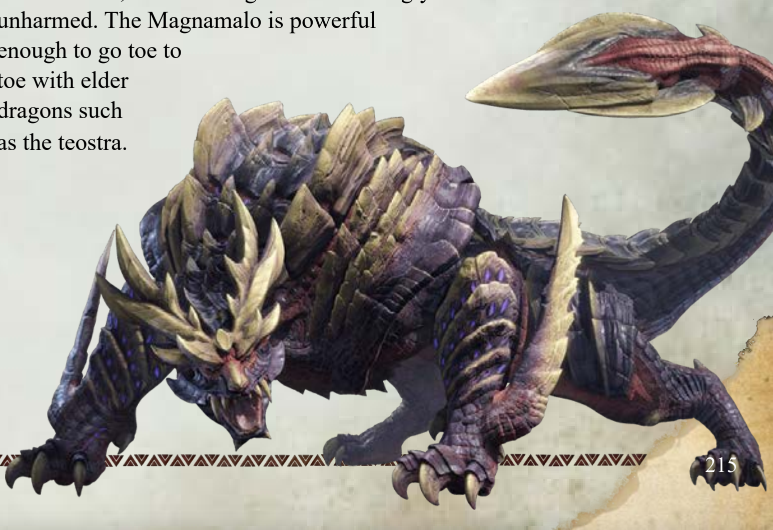
Lunagaron Frost Jewel
Agitator. Your weapon attacks critical hit range is increased by 1 and your weapon deals an extra 1d6 weapon damage. *(This material counts as both a critical eye material and a "your weapon deals an extra damage material")*

Magnamalo

The magnamalo is a hulking fanged wyvern that bears some resemblance to a tiger. It is primarily clad in purple and yellow plates of armor, with a red underbelly. The head has a short, tigrine snout, holds two foldable tusks under its cheeks, and sports a large pair of jagged yellow horns resembling a samurai helmet. Both the forelegs and hindlegs end in four-clawed digits, and each foreleg is armed with a single large serrated blade, which is kept folded back, parallel with the leg. Magnamalo's tail ends in a spear-like tip composed of three spikes that can flex outwards to form a trident shape.

The magnamalo is a cunning beast that attacks with relentless assault. It is known to perform attacks back to back, striking before other attacks have followed through, leaving little chance for its adversaries to react. It is capable of creating mysterious purple flames from its mouth, tail, back, and forelegs known as "Hellfire". Despite its size, it is capable of leaping an astonishing distance.

Magnamalo is belligerent, and is extremely hostile towards monsters and hunters alike. In one instance, during a clash with a rathalos, when the flying wyvern tried to flee, the magnamalo quickly pounced onto its back. After some struggling, Magnamalo forced the both of them into a dive, sending itself and rathalos crashing into the present hunter in a fiery explosion. The battered rathalos was blasted aside, with the magnamalo seemingly unharmed. The Magnamalo is powerful enough to go toe to toe with elder dragons such as the teostra.



Magnamalo

Huge wyvern (fanged), chaotic evil

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	21 (+5)	8 (-1)	18 (+4)	16 (+3)

Saving Throws Str +11, Dex +8
Damage Resistances All, except poison and psychic damage when none of the body parts are enhanced
Damage Immunities fire, necrotic
Condition Immunities charmed, frightened, petrified
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 17 (18,000 XP) **Proficiency** +6

Hellfire. Fire damage dealt by the magnamalo bypasses fire resistance and deals half damage to creatures that are immune to fire damage.

Hellfire Dust. At the start of each of the magnamalo's turns, each creature within 5 feet of it takes 9 (2d8) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

Hellfire State. At the start of the magnamalo's turn choose one body part: claws, tail, back, or mouth. That body part is enhanced with hellfire granting additional effects for the bite, claw, tail, hellfire divebomb actions *(included in the action)*.

The parts remain enhanced until the magnamalo is knocked prone, it hasn't attacked a creature for 1 minute, or ends the hellfire on all body parts as a bonus action.

When all four body parts are enhanced, the magnamalo's hellfire turns a magenta color, increasing its movement speed by 10 feet, it gains a +2 bonus to AC, and it has advantage on Dexterity saving throws.

Magic Resistance. The magnamalo has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The magnamalo can use its Frightful Presence. It then makes two Claw attack, two Tail attacks, or two Hellfire Orb attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 5) piercing damage. If the mouth is enhanced by hellfire, the target takes an extra 3 (1d6) fire damage.

Claw. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the claws are enhanced by hellfire, each creature within 5 feet of the target (including the target) must succeed on a DC 19 Dexterity saving throw or take 9 (2d8) fire damage.

Hellfire Orbs. *Ranged Weapon Attack.* +11 to hit, range 30/120 ft., up to three targets. *Hit:* 9 (2d8) fire damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage. If the tail is enhanced by hellfire, chose two 5-foot cubed areas adjacent to the magnamalo or the target. Hellfire dust fills each space.

At the start of the magnamalo's next turn the hellfire dust explodes. Each creature within 5 feet of the dust must succeed on a DC 19 Dexterity saving throw or take 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Apex Predator. The magnamalo feeds on the corpse of a creature that has a challenge rating equal of 8 or lower. A Medium or smaller creature is consumed whole, while the magnamalo can feed on a Large or bigger creature for up to 30 seconds. Each round the magnamalo feeds on a creature, it heals for an amount equal to the creature's challenge rating.

Frightful Presence. Each creature of the magnamalo's choice that is within 120 feet of the magnamalo and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the magnamalo's Frightful Presence for the next 24 hours.

Hellfire Vortex (Recharge 5-6). The magnamalo releases a vortex of purple hellfire in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Hellfire Jump. The magnamalo jumps up to 120 feet into the air. It does this by jumping in 40-foot high increments in a zigzag pattern, using its hellfire to temporarily hover between jumps. During this jump, the magnamalo's horizontal movement can't exceed its speed and it takes no fall damage when it lands.

Legendary Actions

The magnamalo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The magnamalo regains spent legendary actions at the start of its turn.

Bite Attack. The magnamalo makes one Bite attack.

Move. The magnamalo moves up to its speed without provoking opportunity attacks.

Detonate (Costs 2 Actions). The magnamalo's hellfire dust explodes *(see tail attack)*.

Hellfire Divebomb (Costs 3 Actions). The magnamalo leaps into the air, without provoking opportunity attacks. It then uses its hellfire to propel itself at a space within 60 feet of it containing one or more other creatures. Each of those creatures must succeed on a DC 19 Dexterity saving throw, taking 22 (5d8) bludgeoning damage and be knocked prone on a failed save, or half as much damage, isn't knocked prone, and is pushed 5 feet out of the magnamalo's space into an unoccupied space of the creature's choice on a successful one. If no unoccupied space is within range, the creature instead falls prone in the magnamalo's space.

If the back is enhanced by the hellfire, the dust on its body scatters and explodes in a 15-foot radius around the location it crashes into. Each creature within 15 feet of the magnamalo must make a DC 19 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Magnamalo

Challenge Rating 17 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Magnamalo Scale	(A,W)
6-8	4-9	Magnamalo Shell	(A,W)
9-11	—	Magnamalo Blade	(A,W)
—	10-12	Magnamalo Scute	(A,W)
12-14	13-14	Magnamalo Tail	(A,W)
15-18	—	Magna Ghostprism	(A,W)
19	15-18	Magnamalo Horn	(A,W)
20	19-20	Magnamalo Plate	(A,W)

ARMOR MATERIAL EFFECTS

Magnamalo Scale
Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Magnamalo Shell
When you jump while wearing this armor, you can use your bonus action to hover in the air. On subsequent turns you can use an action to remain hovering or jump again and hover in the new location.

Magnamalo Blade
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Magnamalo Scute
Wide-Range. When you eat or drink an Uncommon or lower consumable item *(except potions of resistance)*, each creature within 10 feet of you also gain its effect.

Magnamalo Tail
When you are attuned to this armor, you can speak the armor's command word to conjure a samurai mask resembling the face of the magnamalo. While wearing the mask you have advantage on Charisma (Intimidation) checks. Additionally, this mask has 3 runes. You can use an action to expend 1 rune to release an aura of misery. Each creature within 30 feet of you that can see the mask must succeed on a DC 17 Wisdom saving throw or be incapacitated until the end of your next turn. A creature that succeeds on its saving throw or is no longer incapacitated due to this masks effect is immune to the effect of this mask for 24 hours. This mask regains 1d3 expended runes daily at dawn.

Magna Ghostprism
Flinch Free. While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

Magnamalo Horn
You are immune to fire damage while you wear this armor.

Magnamalo Plate
(This material must also follow weapon rules)
Hellfire Cloak. You have resistance to fire damage while you are wearing this armor. Additionally your armor has 3 runes that recharge daily at dawn. When you hit a creature with an melee weapon attack you can expend a rune to generate an explosion on impact. You can only expend one rune per round. The target and all creatures other than yourself within 5 feet of the target must make a DC 16 Constitution saving throw, taking 4d6 fire damage on a failed save or half as much damage on a successful one.

WEAPON MATERIAL EFFECTS

Magnamalo Scale
While attuned to this weapon you can use an action to speak its command word, causing magenta flames to envelope it. The flames shed bright magenta-colored light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. You can alter the radius as a bonus action. Speaking the command word again snuffs out the flames.

Magnamalo Shell
Your weapon deals an extra 1d8 fire damage.

Magnamalo Blade *(Bow Only)*
While attuned to this weapon, blades appear on the limbs of the bow. Additionally you can make a special melee weapon attack with it using your Strength or Dexterity modifier. If you hit with this attack, you deal slashing damage equal to 1d8 + your modifier used to make the attack.

Magnamalo Scute *(Light Bowgun Only)*
When you hit a target with your demon ammo, its duration and effect is doubled.

Magnamalo Tail
Hellfire Orbs. While attuned to this weapon, you can use an action to cast the *chromatic orb* spell (+9 to hit) three times. Each chromatic orb must target a different creature, and deals fire damage. Once you use this property, you can't use it again until you finish a short or long rest.

Magna Ghostprism
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals fire damage.

Magnamalo Horn
Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

Magnamalo Plate
Hellfire. While you are attuned to this weapon, your fire damage bypasses a creature resistance and deals half damage to a creature that is immune to fire damage.

Scorned Magnamalo

Scorned Magnamalo's main visual differences from a standard Magnamalo are its elongated, oddly jagged arm-blades and fangs. Its body is now a dark purple with red scars all over its body, similar to the appearance of the apex monsters found in Kamura. Its body is shrouded in hellfire at all times.

Scorned Magnamalo are much more aggressive than their standard counterpart, and have a greater mastery over hellfire: they have been seen focusing and swinging it like a blade. It can now also shoot condensed hellfire beams from its tail very rapidly that covers a large area. Its hellfire also reaches a even higher state, normal Hellfire is pink in color instead of purple, and can sometimes turn into red color and inflict dragonblight.

Scorned Magnamalo

Huge wyvern (fanged), chaotic evil

Armor Class 21 (natural armor)
Hit Points 264 (23d12 + 115)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	21 (+5)	8 (-1)	18 (+4)	16 (+3)

Saving Throws Str +12, Dex +9, Con +12
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities fire, necrotic
Condition Immunities charmed, frightened, petrified
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 21 (33,000 XP) **Proficiency** +7

Hellfire. Fire damage dealt by the magnamalo bypasses fire resistance and deals half damage to creatures that are immune to fire damage.

Hellfire Dust. At the start of each of the magnamalo's turns, each creature within 5 feet of it takes 13 (3d8) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

Magic Resistance. The magnamalo has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The magnamalo can use its Frightful Presence. It then makes two Claw attacks, three Tail attack, or four Hellfire Orb attacks. It can replace one Claw attack with a use of Hellfire Wave if available.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 5) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and each creature within 5 feet of the target (including the target) must succeed on a DC 20 Dexterity saving throw or take 9 (2d8) fire damage.

Hellfire Orbs. *Ranged Weapon Attack.* +12 to hit, range 30/120 ft., up to three targets. *Hit:* 18 (4d8) fire damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage and chose three 5-foot cubed areas adjacent to the magnamalo or the target. Hellfire dust fills those spaces.

At the start of the magnamalo's next turn the hellfire dust explodes. Each creature within 5 feet of the dust must succeed on a DC 20 Dexterity saving throw or take 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Apex Predator. The magnamalo feeds on the corpse of a creature that has a challenge rating equal to 1/2 or less than the magnamalo's challenge rating. A Medium or smaller creature is consumed whole, while the magnamalo can feed on a Large or bigger creature for up to 30 seconds. For each round the magnamalo feeds on a creature, it heals for an amount equal to the creature's challenge rating.

Frightful Presence. Each creature of the magnamalo's choice that is within 120 feet of the magnamalo and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the magnamalo's Frightful Presence for the next 24 hours.

Hellfire Wave (Recharge 5-6). The magnamalo releases a swirling wave of purple hellfire in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Red Hellfire Explosion (Recharges after a Short or Long Rest). While below half of its maximum hit points, the magnamalo roars as it covers itself in red hellfire before creating a massive explosion in a 15-foot-radius sphere centered on it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 49 (9d10) fire damage on a failed save, or half as much on a successful one. A creature is vulnerable to this actions damage if it does not have resistance or immunity to fire damage.

Bonus Actions

Hellfire Jump. The magnamalo can jump up to 120 feet into the air by jumping in 40-foot high increments in a zigzag pattern, using its hellfire to temporarily hover between jumps. During this jump, the magnamalo's horizontal movement can't exceed its speed and it takes no fall damage when it lands.

Legendary Actions

The magnamalo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The magnamalo regains spent legendary actions at the start of its turn.

Bite. The magnamalo makes a Bite attack.

Hellfire Drill (Costs 2 Actions). The magnamalo launches itself forward in a drill-like motion, moving up to half its speed. During this move, it can move through other creatures without provoking opportunity attacks. Each creature the magnamalo moves through or within 5 feet of the magnamalo when it stops moving must succeed on a DC 20 Dexterity saving throw or take 32 (3d10 + 5) bludgeoning damage plus 9 (2d8) fire damage and be knocked prone.

Hellfire Barrage (Costs 3 Actions). The magnamalo makes a Hellfire Orb attack against each creature in a 120-foot cone.

Hellfire Divebomb (Costs 3 Actions). The magnamalo leaps into the air, without provoking opportunity attacks, and uses its hellfire to propel it forward at highspeeds, until it comes crashing down at a point within 60 feet of it. Each creature in a 30-foot-radius sphere centered on that point must make a DC 20 Dexterity saving throw, taking 22 (5d8) bludgeoning damage plus 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Scorned Magnamalo

Challenge Rating 21 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Begrudged Rancorscale	(A,W)
6-8	4-9	Magna Armored Cortex	(A,W)
9-11	—	Surging Armblade	(A,W)
—	10-12	Moaning Bladeshell	(A,W)
12-14	13-15	Magnamalo Tail+	(A,W)
15-18	—	Magna Barrierprism	(A,W)
19	16-19	Horn of Malice	(A,W)
20	20	Magna Glare Eye	(A,W)

ARMOR MATERIAL EFFECTS

Begrudged Rancorscale
Handicraft+3. For 24 hours, you gain proficiency with three artisan tools of your choice each dawn.

Magna Armored Cortex
When you jump while wearing this armor, you can use your bonus action to hover in the air. On subsequent turns you can use an action to remain hovering or jump again and hover in the new location.

Surging Armblade
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Moaning Bladeshell
Wide-Range+. When you eat or drink an Uncommon or lower consumable item (except potions of resistance), each creature within 20 feet of you also gain its effect.

Magnamalo Tail+
When you are attuned to this armor, you can speak the armor's command word to conjure a samurai mask resembling the face of the magnamalo. While wearing the mask you have advantage on Charisma (Intimidation) checks. Additionally, this mask has 3 runes. You can use an action to expend 1 rune to release an aura of misery. Each creature within 30 feet of you that can see the mask must succeed on a DC 18 Wisdom saving throw or be incapacitated until the end of your next turn. A creature that succeeds on its saving throw or is no longer incapacitated due to this masks effect is immune to the effect of this mask for 24 hours. This mask regains 1d3 expended runes daily at dawn.

Magna Barrierprism
Redirection+. When a creature you can see attacks or casts a spell at a target other than you, you can use your reaction to redirect it to you, provided you are within the attack or spell's range. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Horn of Malice
You are immune to fire damage while you wear this armor.

Magna Glare Eye
(This material must also follow weapon rules)
Hellfire Cloak. You have resistance to fire damage while you are wearing this armor. Additionally your armor has 3 runes that recharge daily at dawn. When you hit a creature with an melee weapon attack you can expend a rune to generate an explosion on impact. You can only expend one rune per round. The target and all creatures other than yourself within 5 feet of the target must make a DC 17 Constitution saving throw, taking 5d6 fire damage on a failed save or half as much damage on a successful one.

WEAPON MATERIAL EFFECTS

Begrudged Rancorscale
While attuned to this weapon you can use an action to speak its command word, causing magenta flames to envelope it. The flames shed bright magenta-colored light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. You can alter the radius as a bonus action. Speaking the command word again snuffs out the flames.

Magna Armored Cortex
Your weapon deals an extra 1d10 fire damage.

Surging Armblade
Coalescence+. Whenever you succeed on a saving throw to end a condition, you gain a +2 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d6 cold, fire, or lightning damage (your choice) until the end of your next turn.

Moaning Bladeshell
Hellfire Orbs. While attuned to this weapon, you can use an action to cast the *chromatic orb* spell (+11 to hit) three times. Each chromatic orb must target a different creature, and deals fire damage. Once you use this property, you can't use it again until you finish a short or long rest.

Magnamalo Tail+
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals fire damage.

Magna Barrierprism
Hellfire. While you are attuned to this weapon, your fire damage bypasses a creature resistance and deals half damage to a creature that is immune to fire damage.

Horn of Malice
Resentment+. Until the end of your turn, you gain a +2 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

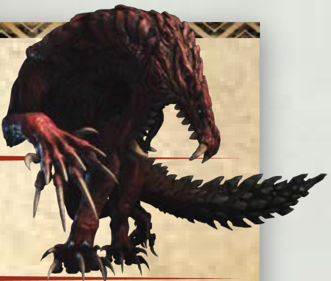
Magna Glare Eye
Mail of Hellfire. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on attack rolls during this turn, but attack rolls against you have advantage until your next turn. You can use this property a number of times equal to your Constitution modifier, regaining expended uses when you finish a long rest.

Odogaron

Odogaron resembles a gruesome feral dog. It is covered in red scales and bony protrusions that resemble muscle tissue and bone. Its tail is particularly bony and can be used as a club. The monster has piercing blue eyes. Odogaron's most distinctive feature is its double row of claws, which it uses to inflict deep wounds in its prey, causing them to bleed to death. Despite its size, Odogaron is quite an agile monster. Odogaron makes its home in the Underdark, where it can be seen dragging back the carcasses of its prey. However, it will venture up to the surface above in search of prey.

Odogaron

Large wyvern (fanged), unaligned



Armor Class 16 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Wis +4, Cha +5
Skills Acrobatics +5, Athletics +7, Perception +4
Damage Resistances fire
Damage Immunties necrotic
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 8 (3,900 XP) **Proficiency** +3

Actions

Multiattack. The odogaron makes one with Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target is grappled (escape DC 14).

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit* 11 (2d6 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 15 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to a *bloody wound.* Each time the odogaron hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Bonus Actions

Rampage. After the odogaron reduces a creature to 0 hit points with a melee attack on its turn, the odogaron moves up to half its speed and makes a Bite attack.

Reactions

Uncanny Dodge. The odogaron halves the damage that it takes from an attack that hits it. The odogaron must be able to see the attacker.

Odogaron

Challenge Rating 8 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Odogaron Sinew	(A,W)
5-9	5-9	Odogaron Scale	(A,O)
10-13	10-12	Odogaron Claw	(A,W)
14-15	13-14	Odogaron Tail	(W)
—	15-17	Nourishing Extract	(O)
16-18	—	Odogaron Fang	(W)
19	18	Odogaron Plate	(A)
20	19-20	Odogaron Gem	(W)

ARMOR MATERIAL EFFECTS

Odogaron Sinew
You have a +2 bonus to Intimidation checks while you wear this armor.

Odogaron Scale
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to necrotic damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Odogaron Claw
Marathon Sprinter. While wearing this armor, you can take the dash action as a bonus action. You can use this property a number of times equal to your Dexterity modifier, regaining all expended uses when you finish a long rest.

Odogaron Plate
Negate Bleeding. You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.

WEAPON MATERIAL EFFECTS

Odogaron Sinew
Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

Odogaron Claw
Your weapon deals an extra 1d4 necrotic damage.

Odogaron Tail *(Light Bowgun Only)*
When you hit a target with your demon ammo, its effect is doubled.

Odogaron Fang
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Odogaron Gem
When you hit a creature with this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 13 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

OTHER MATERIAL EFFECTS

Nourishing Extract
A material that replaces the catalyst for crafting demondrug or armorskin potions. It can also be used in place of mega nutrients when crafting max potions or ancient potions.

Odogaron Scale
A material that when combined with a vial creates Oil of Sharpness (DC 15 Alchemist Tools).

Young Odogaron

Medium wyvern (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Saving Throws Con +4, Wis +2, Cha +2
Skills Acrobatics +3, Athletics +5
Damage Resistances fire, necrotic
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency** +2

Actions

Multiattack. The odogaron makes one with Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 13 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to a *bloody wound.* Each time the odogaron hits the wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Reactions

Uncanny Dodge. The odogaron halves the damage that it takes from an attack that hits it. The odogaron must be able to see the attacker.

Ebony Odogaron

The ebony odogaron shares the same stat block as the regular odogaron. Their diet is what determines if they become an ebony odogaron or a regular so it makes sense to make the young the same stat block. Narratively they could look different, but stat wise they are the same.

Young Odogaron

Challenge Rating 4 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-7	1-9	Y.Odogaron Scale	(A,W)
8-13	10-16	Y.Odogaron Claw	(A,W)
14-18	—	Y.Odogaron Fang	(A,W)
19	17	Nourishing Extract	(O)
20	18-20	Y.Odogaron Plate	(A,W)

ARMOR MATERIAL EFFECTS

Y.Odogaron Scale
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to necrotic damage until the end of your next turn. You can use this property once, regaining all uses when you finish a long rest.

Y.Odogaron Claw
Wall Runner. You have a climbing speed equal to your walking speed while you wear this armor.

Y.Odogaron Fang
Sprinter. While wearing this armor, you can take the dash action as a bonus action. You can use this property a number of times equal to half of your Dexterity modifier (minimum of 1), regaining all expended uses when you finish a long rest.

Y.Odogaron Plate
Hypercoagulation. While you wear this armor, you have advantage on Constitution saving throws against wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound.

WEAPON MATERIAL EFFECTS

Y.Odogaron Scale
While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

Y.Odogaron Claw
When you cast a spell that deals necrotic damage, add 1/2 of your proficiency bonus to that damage.

Y.Odogaron Fang
Your weapon deals an extra 1d4 necrotic damage.

Y.Odogaron Plate
Speed Sharpening. You can spend 1 minute sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.

OTHER MATERIAL EFFECTS

Nourishing Extract
A material that replaces the catalyst for crafting demondrug or armorskin potions. It can also be used in place of mega nutrients when crafting max potions or ancient potions.

Ebony Odogaron

The Ebony Odogaron sports scales and bone like protrusions which resemble muscle tissues that cover its entire body. These scales and protrusions have a dark blue and jet black coloration to them, hence its Ebony name. Its claws are serrated and have a more blood red coloration. Unlike the standard Odogaron, the Ebony Odogaron has glowing red eyes and its mouth emits a black smoke, not unlike Savage Deviljho, which has dragon element properties.

The Ebony Odogaron is an aggressive creature, willing to attack even its standard counterpart, and is always on the hunt for its next meal. It carries its latest kill in its mouth as a means of sustenance to improve its abilities.

Ebony Odogaron

Large wyvern (fanged), unaligned

Armor Class 16 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +8, Wis +5, Cha +6
Skills Acrobatics +7, Athletics +8, Perception +5
Damage Resistances necrotic; bludgeoning, slashing, and piercing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 12 (8,400 XP) **Proficiency** +4

Actions

Multiattack. The odogaron makes one with Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) necrotic damage and the target must make a DC 16 Constitution saving throw or become afflicted with dragonblight for 1 minute.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit* 11 (2d6 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 16 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an *bloody wound*. Each time the odogaron hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 16 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Bonus Actions

Rampage. After the odogaron reduces a creature to 0 hit points with a melee attack on its turn, the odogaron moves up to half its speed and makes a Bite attack.

Reactions

Uncanny Dodge. The odogaron halves the damage that it takes from an attack that hits it. The odogaron must be able to see the attacker.

Legendary Actions

The odogaron can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The odogaron regains spent legendary actions at the start of its turn.

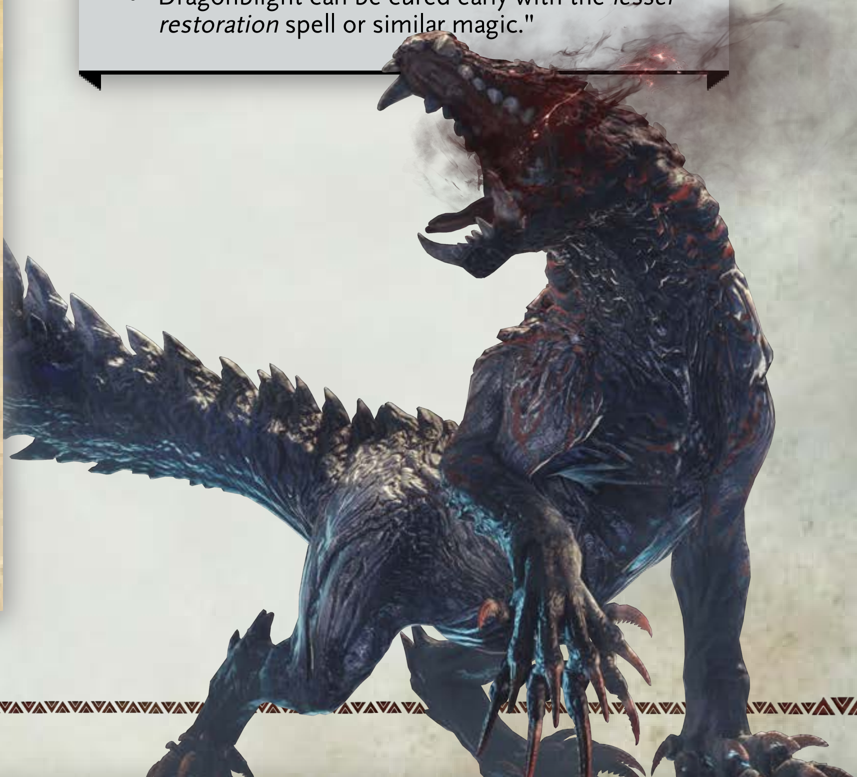
Move. The odogaron moves up to its speed without provoking opportunity attacks.

Spit. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 4 (1d8) necrotic damage. If the target is a creature it must make a DC 16 Constitution saving throw or become afflicted with dragonblight for 1 minute.

Scavenge (Costs 3 Actions). The odogaron consumes the corpse of a Small creature, or part of a Medium or bigger creature's corpse that is within 5 feet of it, regaining 10 hit points. Additionally, at the start of its next turn, the odogaron has advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Dragonblight

- While afflicted with dragonblight, the target can't deal cold, fire, lightning, necrotic, or thunder damage with its spells and attacks, and it can't impose any of the following conditions on other creatures: blinded, charmed, paralyzed, poisoned, and petrified.
- Dragonblight can be cured early with the *lesser restoration* spell or similar magic."



Ebony Odogaron

Challenge Rating 12 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Hard Ebony Odogaron Sinew	(A,W)
5-9	5-9	Ebony Odogaron Shard	(A,W)
10-13	10-12	Ebony Odogaron Hardclaw	(A,W)
14-15	13-14	Ebony Odogaron Lash	(W)
—	15-17	Nourishing Extract	(O)
16-18	—	Ebony Odogaron Hardfang	(A,W)
19	18	Ebony Odogaron Gem	(A,W)
20	19-20	Ebony Odogaron Mantle	(W)

ARMOR MATERIAL EFFECTS

Hard Ebony Odogaron Sinew

Tool Specialist. While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

Ebony Odogaron Shard

Negate Bleeding. You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.

Ebony Odogaron Hardclaw

While you wear this armor you have advantage on Charisma (Intimidation) and Dexterity (Acrobatic) checks.

Ebony Odogaron Hardfang

You have resistance to necrotic damage while you wear this armor.

Ebony Odogaron Gem

When you make a melee attack against a creature while wearing this armor, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

WEAPON MATERIAL EFFECTS

Hard Ebony Odogaron Sinew

Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

Ebony Odogaron Shard

You gain a + 1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals necrotic damage, such as the *inflict wounds* or *vampiric touch* spell.

Ebony Odogaron Hardclaw

While attuned to this weapon, your eyes glow red, your mouth emits a black smoke, and your weapon deals an extra 1d6 necrotic damage.

Ebony Odogaron Lash

Critical Eye. Your weapon attacks critical hit range is increased by 1.

Ebony Odogaron Hardfang

Critical Status (dragonblight). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is afflicted with dragonblight until the end of its next turn.

Ebony Odogaron Gem

While attuned to this weapon, you can use a bonus action to move up to half your movement speed towards an enemy creature.

Ebony Odogaron Mantle

Latent Power +1. When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

OTHER MATERIAL EFFECTS

Nourishing Extract

A material that replaces the catalyst for crafting demondrug or armorskin potions. It can also be used in place of mega nutrients when crafting max potions or ancient potions.

Shamos

Shamos has a wolf-like body shape with huge orange eyes. Though its body shape is akin to a wolf, Shamos' appearance is very similar to fish. Its face is covered in red scales while the rest of its body is covered in grayish-white splotches. Its limbs are navy blue in color. Shamos also has a small fin on its back like a fish. Shamos has unusually large eyes that allow it to see in pure darkness. Shamos are aggressive hunters that will attack in small packs. They will often group together in order to scare off potential predators such as Tzitzi-Ya-Ku.

Shamos

Small wyvern (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	3 (-4)	9 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Pack Tactics. The shamos has advantage on an attack roll against a creature if at least one of the shamos's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The shamos makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shamos

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-8	Sharp Claw	(W)
9-15	Shamos Scale	(A)
16-20	Shamos Hide	(A)

ARMOR MATERIAL EFFECTS

Shamos Hide

Geologist. When you successfully gather a mining resource, you instead gather 2.

Shamos Scale

Detect. You gain a +1 bonus to your passive Perception while you wear this armor.

WEAPON MATERIAL EFFECTS

Sharp Claw

Your slashing weapon deals an extra 1 slashing damage.

Shamos Pup

Tiny wyvern (fanged), unaligned

Armor Class 10

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	1 (-5)	8 (-1)	7 (-2)

Senses darkvision 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP) **Proficiency** +2

Actions

Multiattack. The shamos makes two Bite attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Tobi-Kadachi

Tobi-Kadachi's face resembles a colubrid in appearance with grayish blue scales covering its slim squirrel-like shape. On its back are patches of white fur as well as a bushy tail covered in rows of spikes. Its front limbs also have a few spikes.

As Tobi-Kadachi fights, it picks up static electricity in its fur by brushing against trees and the ground. Tobi-Kadachi uses this static electricity to increase the strength of its attacks. Like a flying squirrel, Tobi-Kadachi has a membrane between its limbs that allow it to glide for long distances.

Tobi-Kadachis are arboreal predators that use their mob static electricity to pursue and pounce on prey such as mossw vespoids, both forest and woodland pteryxs, and rarely, jagras.

Tobi-Kadachis compete with other large monsters, such as Rathalos and Anjanath, for both prey and territory, with the Fanged Wyverns often being overpowered by the aforementioned species.

Tobi-Kadachi are normally quite reclusive, preferring to skulk in the darker, more tangled regions of the Ancient Forest. If angered however, they can become quite dangerous, and caution is advised when dealing with them.

Tobi-Kadachi

Large wyvern (fanged), unaligned

Armor Class 14 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Dex +4

Damage Resistances necrotic

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP) **Proficiency** +3

Glide. When the tobi-kadachi falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

Standing Leap. The tobi-kadachi's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

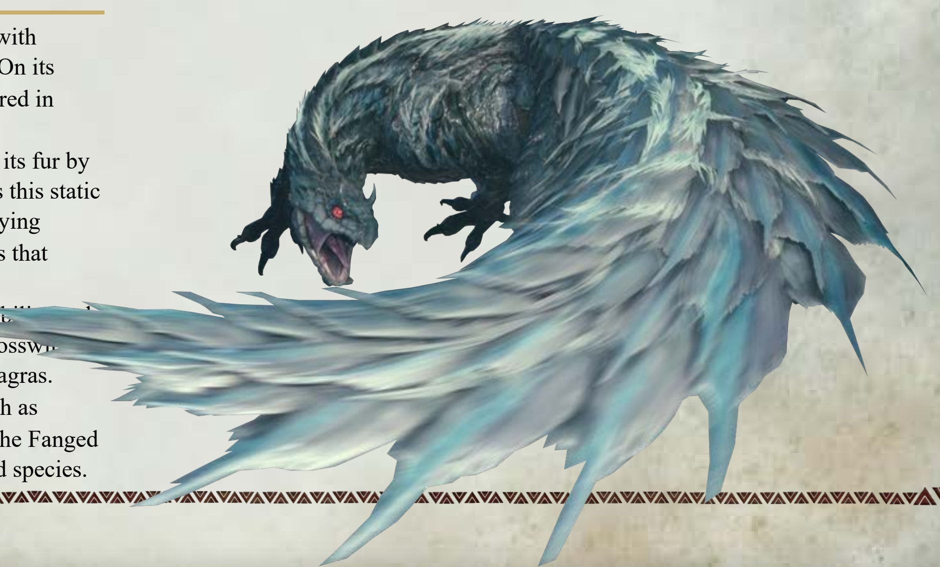
Wounded Fury. While it has 62 hit points or fewer, the tobi-kadachi has advantage on attack rolls. In addition, it deals an extra 7 (2d6) lightning damage to any target it hits with a melee attack.

Actions

Multiattack. The tobi-kadachi makes two Bite attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, range 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.



Tobi-Kadachi

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Med Monster Bone	(O)
4-7	4-7	Tobi-Kadachi Pelt	(A,W)
8-12	8-11	Tobi-Kadachi Scale	(A)
13-15	12-14	Tobi-Kadachi Membrane	(A)
16-19	15-16	Tobi-Kadachi Claw	(A,W)
—	17-19	Tobi Electro Sac	(A,W)
20	20	Kadachi Gem	(A,W)

ARMOR MATERIAL EFFECTS

Tobi-Kadachi Pelt
You can don or doff your armor as an action, while you are attuned to this armor.

Tobi-Kadachi Scale
You have a +3 bonus to Acrobatics checks while you wear this armor.

Tobi-Kadachi Membrane
When you place this material into your armor it gains a gliding membrane, which extends from your forearms to your hindlegs. As an action or reaction, you can extend your arms to reduce your fall speed to 10 feet per round while traveling in a forward motion until you reach the ground, you are grappled, or you use your action to end the effect early. If you are falling straight down, you can choose the direction you travel when you begin your glide. Once used, you can't use this property again until you finish a short or long rest.

Tobi-Kadachi Claw
Jump Master+. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Tobi Electro Sac
While wearing this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Kadachi Gem
Evade Extender (S). You have a +1 bonus to Dexterity saving throws while you wear this armor.

WEAPON MATERIAL EFFECTS

Tobi-Kadachi Pelt
While attuned to this weapon, you can use a bonus action to have this weapon to return to your hand so long as it is within 200 feet of you.

Tobi-Kadachi Claw
Your lightning spells deal an extra 1d4 lightning damage.

Tobi Electro Sac
Your weapon deals an extra 1d4 lightning damage.

Kadachi Gem
Entomologist+. When you capture an insect with a bug net, you instead gather 1d4.

OTHER MATERIAL EFFECTS

Med Monster Bone
Rare armor upgrade material.

Tobi-Kitachi

Small wyvern (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 77 (14d6 + 28)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	3 (-4)	12 (+1)	11 (+0)

Saving Throws Dex +3
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Glide. When the tobi-kitachi falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

Standing Leap. The tobi-kitachi's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The tobi-kitachi makes two Bite attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Tail. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Tobi-Kitachi

Challenge Rating 2 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Sm Monster Bone	(O)
4-9	4-9	Tobi-Kit Pelt	(A,W)
10-14	10-13	Tobi-Kit Scale	(A,W)
15	14-16	Tobi-Kit Membrane	(A,W)
16-20	17-20	Tobi-Kit Claw	(A)

ARMOR MATERIAL EFFECTS

Tobi-Kit Pelt
You have a +1 bonus to Acrobatics checks while you wear this armor.

Tobi-Kit Scale
During a short or long rest you can spend your time crafting a bug zapper. When you fail a check to capture an insect, you can use the bug zapper to succeed instead.

Tobi-Kit Membrane
When you place this material into your armor it gains a gliding membrane, which extends from your forearms to your hindlegs. As an action or reaction, you can extend your arms to slow your descent to 30 feet until the end of the round. If you land before the round ends, you take no falling damage and land on your feet. Once used, you can't use this property again until you finish a short or long rest.

Tobi-Kit Claw
Jump Master. While wearing this armor, you can use an action to double your jump distance. You can use this property twice, regaining all expended uses on a short or long rest.

WEAPON MATERIAL EFFECTS
Tobi-Kit Pelt
While attuned to this weapon, you can use a bonus action to have this weapon to return to your hand so long as it is within 60 feet of you.

Tobi-Kit Scale
When you cast a spell that deals lightning damage, add 1/2 of your proficiency bonus to that damage.

Tobi-Kit Membrane
When you touch this weapon to a liquid, you know if it is poisonous or if there is poison in it. If it is poison you also identify the name of the poison (if it has one) and its effects. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

OTHER MATERIAL EFFECTS
Sm Monster Bone
Uncommon armor upgrade material.

Viper Tobi-Kadachi

Much like its standard counterpart, the Viper Tobi-Kadachi's face resembles that of a colubrid with its body retaining several of the standard Tobi-Kadachi's characteristics such as the slim, squirrel-like body, the fur patches which trail across its back as well as the large, bushy tail armed with spikes.

Its main difference compared to the regular species is obviously the vastly different color scheme consisting of several shades of brown, bronze and burnt orange. Additionally, its belly and underside fade from a more yellowish hue to a pale blue. The eyes of the Viper Tobi-Kadachi are also different in that they have a more golden yellow coloration in comparison to the red eyes of its standard counterpart.

Viper Tobi-Kadachi has an arsenal consisting of powerful status effects. It uses a strong poison in order to attack its opponents which it can generate and utilize via its fangs or the extra spikes on its tail. It can use these spikes as projectiles, allowing the Viper Tobi-Kadachi to poison several opponents at once within a certain range, much like the nargacuga's bleeding-inflicting tail spikes. While it cannot use thunder-based attacks, the Viper Tobi-Kadachi can still paralyze its opponents much like its standard counterpart, giving it a deadly combination of powerful poison and the ability to immobilise opponents. Viper Tobi-Kadachi also retains the membranes between its limbs which allow it to glide around its opponents much like its standard counterpart.

Viper Tobi-Kadachi

Large wyvern (fanged), unaligned

Armor Class 16 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +6, Cha +4
Damage Immunities acid, poison
Condition Immunities paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 9 (5,000 XP) **Proficiency** +4

Glide. When the viper tobi-kadachi falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

Standing Leap. The viper tobi-kadachi's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The viper tobi-kadachi makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the creature must succeed on a DC 17 Constitution saving throw or become paralyzed until the end of its next turn.

Tail. *Melee Weapon Attack:* +9 to hit, range 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) poison damage.

Poison Spikes (Recharge 5-6). The viper tobi-kadachi spins in a circle at a rapid pace, releasing poisoned spikes in a 60-foot cone in front of it. Each creature in that area must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 21 (6d6) poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Viper Tobi-Kadachi

Challenge Rating 9 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-3	V.Tobi-Kadachi Thickfur	(A,W)
5-9	4-7	V.Tobi-Kadachi Shard	(A,W)
—	8-10	V.Deadly Poison Sac	(A,W,O)
10-13	11-13	V.Tobi-Kadachi Membrane	(A)
14-16	14-17	V.Tobi-Kadachi Hardclaw	(A)
17-19	—	V.Tobi-Kadachi Thorn	(A)
—	18-19	V.Ultraplegia Sac	(A,W)
20	20	V.Kadachi Gem	(A,W)

ARMOR MATERIAL EFFECTS

V.Tobi-Kadachi Thickfur
You can don or doff your armor as an action, while you are attuned to this armor.

V.Tobi-Kadachi Shard
You have advantage on Acrobatics checks while you wear this armor.

V.Deadly Poison Sac
You have advantage on saving throws against the poisoned condition while you wear this armor.

V.Tobi-Kadachi Membrane
Constitution. The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

V.Tobi-Kadachi Hardclaw
Airborne. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

V.Tobi-Kadachi Thorn
You are resistant to acid damage while you wear this armor.

V.Ultraplegia Sac
Whenever you make a saving throw against the paralyzed condition, you do so with advantage.

V.Kadachi Gem
Evade Extender (M). You have a +2 bonus to Dexterity saving throws while you wear this armor.

WEAPON MATERIAL EFFECTS

V.Tobi-Kadachi Thickfur
Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

V.Tobi-Kadachi Shard
While attuned to this weapon, your spell save DC is increased by 2 when casting spells that paralyzes or poisons a creature.

V.Deadly Poison Sac
Your poison spells and attacks with this weapon deal an extra 1d4 poison damage.

Ultraplegia Sac *(Bard, Cleric, Druid, Sorcerer, Warlock, & Wizard Only)*
While attuned to this weapon you can cast the *hold person* spell from it, without expending a spell slot. You can use this property twice, regaining all expended uses when you finish a long rest.

V.Kadachi Gem
When you attack a creature with this weapon and roll a 20 on the attack roll, that target must make a DC 14 Constitution saving throw or be poisoned for 1 minute.

OTHER MATERIAL EFFECTS

V. Deadly Poison Sac
You can make a DC 15 Wisdom (Poisoner's Kit) check using this material as its ingredient plus a vial. On a success you create a vial of wyvern poison (DMG p. 258). On a fail, the material is destroyed. If you fail the save by 5 or more, you must make a saving throw against the wyvern poison.

Viper Tobi-Kitachi

Small wyvern (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 84 (13d6 + 39)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	3 (-4)	12 (+1)	11 (+0)

Saving Throws Dex +3, Cha +2
Damage Immunities poison
Condition Immunities poisoned, paralyzed
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency** +2

Glide. When the viper tobi-kitachi falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

Standing Leap. The viper tobi-kitachi's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The viper tobi-kitachi makes two Bite attacks and one Tail attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Tail. *Melee Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) poison damage.

Poison Spikes (Recharge 5-6). The viper tobi-kitachi spins in a circle at a rapid pace, releasing poisoned spikes in a 15-foot cone in front of it. Each creature in that area must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 3 (1d6) poison damage at the start of each of its turns. A creature can repeat its saving throw at the end of its turn, ending the poison on a success.

Viper Tobi-Kitachi

Challenge Rating 3 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-6	V.Tobi-Kit Fur	(A,W)
—	7-10	V.Poison Sac	(A,W)
8-13	11-15	V.Tobi-Kit Membrane	(A)
14-17	16-20	V.Tobi-Kit Claw	(A,W)
18-20	—	V.Tobi-Kit Thorn	(A,W)

ARMOR MATERIAL EFFECTS

V.Tobi-Kit Fur
You reduce acid damage you take by 3 while you wear this armor.

V.Poison Sac
Whenever you make a saving throw against the poisoned condition, you do so with a +2 bonus.

V.Tobi-Kit Membrane
When you place this material into your armor it gains a gliding membrane, which extends from your forearms to your hindlegs. As an action or reaction, you can extend your arms to slow your descent to 30 feet until the end of the round. If you land before the round ends, you take no falling damage and land on your feet. Once used, you can't use this property again until you finish a short or long rest.

V.Tobi-Kit Claw
Jump Master. While wearing this armor, you can use an action to double your jump distance. You can use this property twice, regaining all expended uses on a short or long rest.

V.Tobi-Kit Thorn
Marathon Runner. While wearing this armor, your walking speed increases by 5 feet.

WEAPON MATERIAL EFFECTS

V.Tobi-Kit Fur
A purple hue emanates off your weapon. As an action you can extend the hue so that it encompasses your body for 1 minute. It provides no actual benefit, but it does look cool *(at least you think so)*.

V.Poison Sac
When you cast a spell that deals poison damage, add 1/2 of your proficiency bonus to that damage.

V.Tobi-Kit Claw
Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

V.Tobi-Kit Thorn
While attuned to this weapon, your spell save DC is increased by 1 when casting spells that paralyzes or poisons a creature.

Zinogre

Zinogre is a quadrupedal monster that is very wolf-like if one looks at its face, and has a very muscular set of forelimbs - very comparable to those of big cats. It has surprising agility for such a large monster, similar to nargacuga. It has sharp claws attached to strong muscular fore-limbs, which are used to deliver a fatal blow to prey and hunters. It also helps them to climb mountains and rocky terrain. The spikes on its body mostly lie flat, but when it has built up an electric charge they stick out vertically into the air.

The Zinogre can also harness the power of electricity, much like a lagiacrus, using it to take down larger prey and to defend itself and its territory. Thunderbugs are seen gathering around zinogre when it is "charging" electricity; they may act as a source of energy. As Zinogre preys on Gargwa, Thunderbugs become safe, simply by flying around in close proximity to a Zinogre. Zinogre can exploit this by absorbing the energy emitted by the bugs during battle, granting it special abilities. Thunderbugs might glow blue instead of their normal colour to indicate that they have allied with a Zinogre.If you look close at a Zinogre, you can see an energy field around it. Juvenile Zinogre have more hair on their bodies compared to adults and is white in color. It is believed that the increased hair protects the juvenile's shell and helps speed up the storage of electricity. This fur will shed as the juvenile Zinogre matures into adulthood.

Zinogre are somewhat similar to real wolves, they even howl like them. But they do not form packs, quite the contrary, they are solitary hunters. This is no surprise, since they are extremely powerful and agile monsters, not needing teamwork to take down prey. According to eyewitnesses, adult Zinogre make herds and raise their young. During this period of time it is ill-advised to go hunting Zinogre as the adults will aggressively attack any intruders getting too close to their offspring.

Zinogre

Huge wyvern (fanged), unaligned

Armor Class 18 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Skills Perception +6, Survival +6
Damage Resistances necrotic
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 10 (5,900 XP) **Proficiency** +4

Actions

Multiattack. The zingore makes two Claw attacks and one Tail attack.

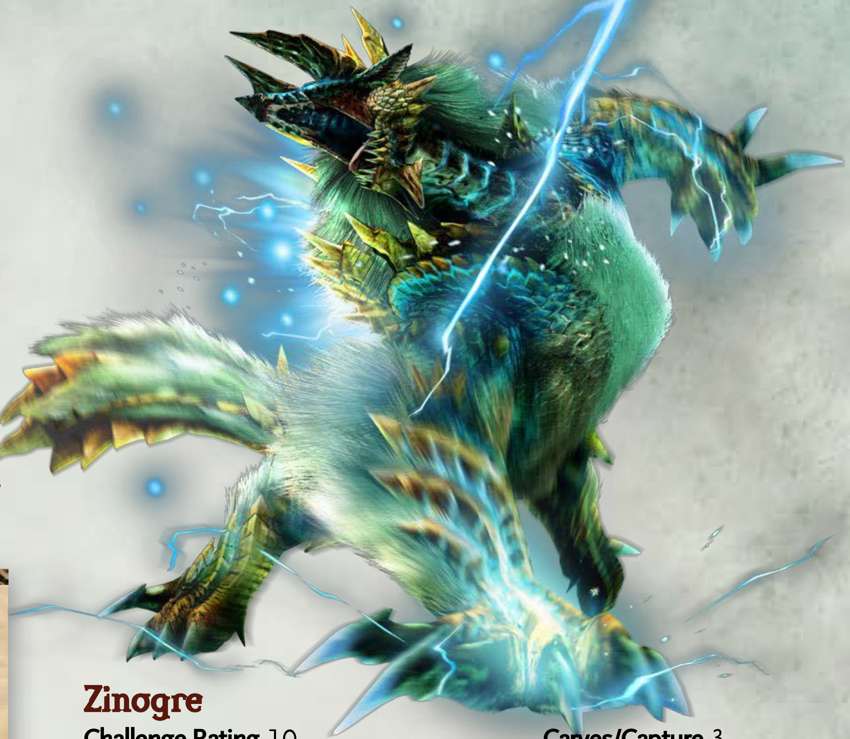
Claws. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 3 (1d6) lightning damage.

Tail. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage plus 3 (1d6) lightning damage.

Charge State (Recharge 6). Electricty swells around the zingore before exploding in a flash of lightning. Each creature in within 10 feet of the zinogre must make a DC 16 Dexterity saving throw, taking 38 (11d6) lightning damage, and be pushed back 10 feet on a failed saving throw or half as much damage and isn't pushed back on a successful one.

Bonus Actions

Lightning Aura. Immediately after the zinogre uses Charge State, it can surround itself in an aura of lightning for 1 minute. While the aura is active, a creature takes 7 (2d6) lightning damage when it ends it turns within 5 feet of the zinogre.



Zinogre

Challenge Rating 10 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Zinogre Carapace	(A)
6-8	6-9	Zinogre Electrofur	(A,W)
9-10	10-12	Zinogre Claw	(W)
11-12	13-15	Zinogre Shocker	(W)
13	—	Zinogre Shell	(A)
14	16-17	Fulgurbug	(A)
15-19	—	Zinogre Tail	(A)
20	18	Zinogre Jasper	(A,W)
—	19-20	Zinogre Plate	(A,W)

ARMOR MATERIAL EFFECTS

Zinogre Carapace
Stam Recov. When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

Zinogre Electrofur
While you are not wearing light, medium, or heavy armor and not holding a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

Zinogre Shell
When you take lightning or thunder damage while wearing this armor, your walking speed increases by 20 feet until the end of your next turn.

Fulgurbug
While attuned to this armor, a thunderbug (AC 10; 1 hit point) travels with you. As an action, it will take flight (fly 20 ft.), until you use a bonus action to call it back to you. While in flight it sheds bright light in a 5-foot radius and dim light for an additional 15 feet. If the thunderbug is killed, a new one appears on your shoulder when you finish a short or long rest.

Zinogre Tail *(Barbarian Only)*
When you rage, you shroud yourself in an aura of lightning until your rage ends. Any creature that ends its turn within 5 feet of you takes 1d4 lightning damage.

Zinogre Jasper
You have resistance to lightning damage while you wear this armor.

Zinogre Plate
Whenever you make a saving throw against the paralyzed condition, you do so with advantage.

WEAPON MATERIAL EFFECTS

Zinogre Electrofur
While you are attuned to this weapon, you can use its command word to give a weather prediction for the next day, as detailed in the *druidcraft* cantrip. Once used, you can't use this property again until the next dawn.

Zinogre Claw
Your weapon deals an extra 1d6 lightning damage.

Zinogre Shocker
Critical Element (lightning). When you critically hit with a weapon or spell that deals lightning damage, you deal an extra 1d6 lightning damage. Additionally if a creature fails its saving throw by 5 or more against a spell that deals lightning damage, you deal an extra 1d6 lightning damage to it.

Zinogre Jasper
When a creature must succeed on a saving throw due to the effect of your weapon attack, increase the save DC by 1.

Zinogre Plate
Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

Juvenile Zinogre

Large wyvern (fanged), unaligned

Armor Class 16 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +2, Survival +2
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 3 (5,900 XP) **Proficiency** +2

Lightning Aura. At the start of each of the zingore's turns, each creature within 5 feet of it takes 2 (1d4) lightning damage. A creature that touches the zingore or hits it with a melee attack while within 5 feet of it takes 2 (1d4) lightning damage.

Actions

Multiattack. The zingore makes one Claw attack and one Tail attack.

Claw. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) lightning damage.

Tail. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage plus 2 (1d4) lightning damage.

Juvenile Zinogre

Challenge Rating 3 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Juv.Zinogre Shell	(A)
6-8	6-9	Juv.Zinogre Electrofur	(A,W)
9-13	10-14	Juv.Zinogre Claw	(A,W)
14-18	15-19	Fulgurbug	(A)
17-20	20	Juv.Zinogre Tail	(A,W)

ARMOR MATERIAL EFFECTS

Juv.Zinogre Shell
You reduce lightning damage you take by 3 while you wear this armor.

Juv.Zinogre Electrofur
While you wear this armor insects are attracted to you. You have advantage on Investigation check to find insects.

Juv.Zinogre Claw
Entomologist. When you capture an insect with a bug net, you instead catch two.

Fulgurbug
While attuned to this armor, a thunderbug (AC 10; 1 hit point) travels with you. As an action, it will take flight (fly 20 ft.), until you use a bonus action to call it back to you. While in flight it sheds bright light in a 5-foot radius and dim light for an additional 15 feet. If the thunderbug is killed, a new one appears on your shoulder when you finish a short or long rest.

Juv.Zinogre Tail
Whenever you make a saving throw against the paralyzed condition, you do so with a +1 bonus.

WEAPON MATERIAL EFFECTS

Juv.Zinogre Electrofur *(Melee Weapon Only)*
You can use a bonus action to speak this magic sword's command word, causing lightning to arc across the weapon. This lightning sheds bright light in a 20-foot radius and dem light for an additional 20 feet. The lightning last until you use a bonus action to speak the command word again or until you drop or put away the weapon.

Juv.Zinogre Claw
When you cast a spell that deals lightning damage, add 1/2 of your proficiency bonus to that damage.

Juv.Zinogre Tail *(Spellcaster Only)*
While attuned to this weapon you know the *thunderwave* spell. If you already know it, the spells save DC is increased by 1 and when a creature fails the saving throw, they are pushed back an additional 10 feet.

Flying Wyverns

Flying Wyverns are typically large, bipedal monsters capable of flight, having developed wings. Some, due to their sheer size and weight are able to hover in the air for a brief time. that have two wings. These Wyverns are known as "True Wyverns". However, there are some Wyverns that are quadrupedal, operating their wingarms as forearms instead like Tigrex and Nargacuga. These monsters have been dubbed by academics as "Pseudo Wyverns" (Pseudo meaning "False" or "Mimic"), due to these species only displaying partial Wyvern traits. Some are flightless despite their classification as Flying Wyverns, like the Akantor and Ukanlos. These wyverns show their Wyvern ancestry by the small forewings on their two front limbs. Flying wyverns have evolved over time and live in nearly every known area, encompassing many elements and types.

Akantor

A wyvern truly wrapped in mystery. Known to some as the black god and to others as the tyrant of fire, this large and brutal creature is known to most as Akantor. It has strong forelimbs, thick spikes, a clawed tail and large tusks. The Akantor bears a strong resemblance to Tigrex, the differences being that Akantor has only the barest nubs of forewings left, making it incapable of flight, and its immense size, which dramatically slows down its movements. Akantor are nomadic in nature, meaning they can be found just about anywhere though Akantor have primarily been found in areas within volcanoes.

Akantors are so powerful, they can have extremely negative effects on the environment they reside in. Predator and prey flee from Akantors and only the largest wyverns and Elder Dragons even dare challenge them. An Akantor's fangs are equally effective at burrowing into dense lava as they are at killing an armored monster. Produced inside Akantor's mouth is a deadly acid used to digest prey more easily. It doesn't have an organ that produces breath-based attacks, but it is also able to produce a powerful sonic blast. This blast is used to attack prey and to destroy obstacles from long distances.

Akantors are highly aggressive and predatory. They will attack and kill almost anything on sight, often letting out a deafening roar before charging head-on. When not actively hunting or in combat, Akantor still appear aggressive, destroying whatever bothers them as they travel to their destination. Its own name in some villages means Disaster. Some of the extremes it has been seen with include droughts and heavy thunderstorms.

Akantor

Gargantuan wyvern (flying), unaligned

Armor Class 18 (natural armor)
Hit Points 245 (14d20 + 98)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +8
Skills Perception +8
Damage Immunities cold, fire; bludgeoning, piercing, slashing damage from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 18
Languages —
Challenge 20 (25,000 XP) **Proficiency** +6

Legendary Resistance (3/Day). If the akantor fails a saving throw, it can choose to succeed instead.

Magic Resistance. The akantor has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The akantor makes one Bite attack, one Claw attack, and one Tail attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the akantor can't bite another target.

Claw. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Crush. The akantor can expend 40 feet of its movement to rise up on its hind legs, before slamming its body down in an area within 20 feet of its location, that contains one or more other creatures. Each of those creatures must succeed on a DC 22 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 22 (4d6 + 8) bludgeoning damage plus 22 (4d6 + 8) fire damage. On a successful save, the creature takes half as much damage, isn't knocked prone, and is pushed 5 feet out of the akantor's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the akantor's space.

Swallow. The akantor makes one Bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the akantor, and it takes 21 (6d6) acid damage at the start of each of the akantor's turns.

If the akantor takes 50 damage or more on a single turn from a creature inside it, the akantor must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the akantor. If the akantor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Sonic Blast (Recharge 5-6). The akantor exhales a blast of air in a 120-foot line that is 10 feet wide. The blast destroys all terrain and structures, magic or otherwise, within its path. Each creature in that line must make a DC 21 Dexterity saving throw, taking 45 (13d6) force damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The akantor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The akantor regains spent legendary actions at the start of its turn.

Detect. The akantor makes a Wisdom (Perception) Check.

Dig. The akantor burrows underground and moves up to its burrow speed.

Chomp (Costs 2 Actions). The akantor makes one Bite attack or uses Swallow.

Akantor

Challenge Rating 20 **Carves** 6

Carve Chance	Material	Slots
1-7	Akantor Scale	(A,W)
8-12	Akantor Carapace	(A,W)
13-14	Akantor Hardclaw	(A,W)
15-16	A.Firecell Stone	(A,W)
17	Akantor Tallfang	(A,W)
18	Akantor Tail	(A,W)
19	Akantor Spike	(A,W)
20	Akantor Gem	(A,W)

ARMOR MATERIAL EFFECTS

Akantor Scale
While you are wearing this armor, you can cast the *dimension door* spell as an action. Once you use this property, you can't use it again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Akantor Carapace
While you are attuned to this armor, you ignore the effects of the first 2 levels of exhaustion unless your exhaustion level is 3 or higher.

Akantor Hardclaw
You gain a +1 bonus to saving throws while you wear this armor. You can use an action to enter the Elemental Plane of fire along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space. Once you use this property, you can't use it again until the next dawn.

A.Firecell Stone
Shield+. While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +2 bonus to your AC until the start of your next turn.

Akantor Tallfang
You have advantage on Charisma (Intimidation) checks while you wear this armor.

Akantor Tail
You have resistance to cold damage while you wear this armor.

Akantor Spike
You have advantage on saving throws against spells while you wear this armor.

Akantor Gem
You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Akantor Scale
While holding this weapon, you can use a bonus action to speak this weapons command word, causing flames to erupt from it. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet.

Akantor Carapace
Your weapon deals an extra 1d8 fire damage.

Akantor Hardclaw *(Melee Weapon Only)*
When you hit a creature with this weapon, it must make a DC 17 Constitution saving throw. On a failed save the creature becomes *burned* for 1 minute. A burned creature takes 2d4 fire damage at the start of its turn. A creature can use its action to put out the flames early.

A.Firecell Stone
While you are attuned to this weapon, you can use an action to gain the same benefits as a potion of fire giants strength for 1 hour. Once you use this property, you cannot use it again for 3 days.

Akantor Tallfang
While you are holding this weapon, you can use an action to let out a cacophonous roar. Each creature in a 15-foot radius that considers you an enemy, must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for 24 hours.

Akantor Tail
Your unarmed strikes deal an extra 1d6 fire damage and your weapon has 3 runes that recharge at dawn. When you hit a creature with a melee weapon attack you can expend a rune to generate an explosion on impact. You can only expend one rune per round. The target and all creatures other than yourself within 5 feet of the target must make a DC 16 Constitution saving throw, taking 4d6 fire damage on a failed save or half as much damage on a successful one.

Akantor Spike
Your weapon deals an extra 1d10 fire damage.

Akantor Gem
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

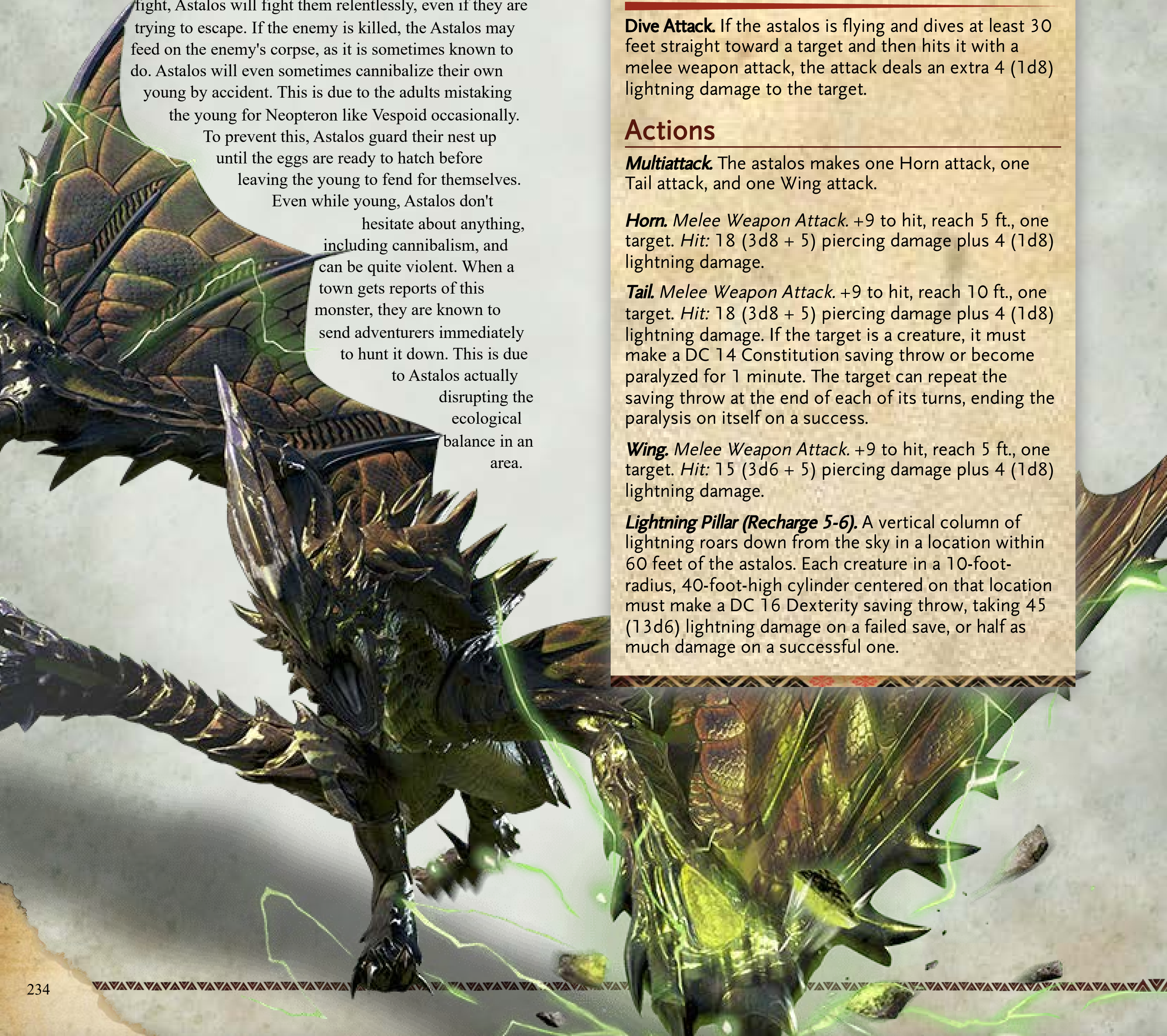
Astalos

Known as the "Thunder Wyvern." Astalos body is almost entirely covered in sharp, dark green plating, although it has a more bright colored underside. Unlike any other Flying Wyvern, Astalos' wings resemble those of an insect, most precisely a glasswing butterfly's wings. Its thin legs have three toes. Its tail is long, making up almost half of the monster's length, and it has two pairs of earwig-like pincers at the tip. It has a relatively small head, with a big horn on top of it. Its eyes are red.

Astalos are high up in the food chain. They are known to be predators and have been found to feed on herbivores like Mosswine and Aptonoth. Astalos have also been observed eating Neopteron like Vespoid and lesser predators like Velocidrome. Despite being top predators, Astalos have to compete with other large predatory monsters like Rathalos, Najarala, Seregios, and Seltas Queen.

Astalos's whole body is an electrical organ. Astalos uses Piezoelectricity — as an Astalos fights and becomes more active, Its tail, wings, and crest will begin to charge up with electricity. This can easily be seen by looking for green surges of electricity on those parts of its body. Astalos's flying abilities are comparable to a Rathalos with the help of its powerful wings. Its wings are tough, covered in spikes, and are even used as weapons on the ground. The wings can also produce a special electrical charge used for capturing prey. Its pincer-like tail is used for capturing and paralyzing prey.

They've been seen attacking large Flying Wyverns, like Rathalos, even if those monsters are not interested in the Astalos's presence. Even if the enemy is losing the fight, Astalos will fight them relentlessly, even if they are trying to escape. If the enemy is killed, the Astalos may feed on the enemy's corpse, as it is sometimes known to do. Astalos will even sometimes cannibalize their own young by accident. This is due to the adults mistaking the young for Neopteron like Vespoid occasionally. To prevent this, Astalos guard their nest up until the eggs are ready to hatch before leaving the young to fend for themselves. Even while young, Astalos don't hesitate about anything, including cannibalism, and can be quite violent. When a town gets reports of this monster, they are known to send adventurers immediately to hunt it down. This is due to Astalos actually disrupting the ecological balance in an area.



Astalos

Huge wyvern (flying), unaligned

Armor Class 16 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +6, Con +8, Wis +5, Cha +7
Damage Immunities lightning
Senses darkvision 60 Ft., passive Perception 11
Languages —
Challenge 9 (5,000 XP) **Proficiency** +4

Dive Attack. If the astalos is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 4 (1d8) lightning damage to the target.

Actions

Multiattack. The astalos makes one Horn attack, one Tail attack, and one Wing attack.

Horn. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 4 (1d8) lightning damage.

Tail. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 4 (1d8) lightning damage. If the target is a creature, it must make a DC 14 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

Wing. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 4 (1d8) lightning damage.

Lightning Pillar (Recharge 5-6). A vertical column of lightning roars down from the sky in a location within 60 feet of the astalos. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on that location must make a DC 16 Dexterity saving throw, taking 45 (13d6) lightning damage on a failed save, or half as much damage on a successful one.

Astalos

Challenge Rating 9 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Astalos Scale	(A,W)
6-8	4-7	Astalos Shell	(A,W)
9-10	8-12	Astalos Membrane	(A,W)
11-14	13-15	Astalos Scissortail	(A,W)
15-17	16-17	Astalos Wingtalon	(A,W)
18-19	18-19	Electroscale	(A,W)
20	20	Astalos Plate	(A,W)

ARMOR MATERIAL EFFECTS

Astalos Scale
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to necrotic damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Astalos Shell
You have a +3 bonus to Acrobatic checks while you wear this armor.

Astalos Membrane
Marathon Runner. While wearing this armor, your walking speed increases by 5 feet.

Astalos Scissortail
While you are attuned to this armor, lightning arcs across it, creating bright light in a 10-foot radius and dim light for an additional 5 feet.

Astalos Wingtalon
Stam Recov. When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

Electroscale
You have resistance to lightning damage, while you wear this armor.

Astalos Plate
You have advantage on saving throws against being stunned while you wear this armor.

WEAPON MATERIAL EFFECTS

Astalos Scale
While holding this weapon, you can use an action to shoot a harmless spark of lightning into the air. In the open, this flare is visible for up to 1 mile.

Astalos Shell
When you raise your weapon to the sky, you can speak its command word to call down a bolt of lightning directly behind you. You have advantage on intimidation checks for 1 minute against any creature who witnessed it.

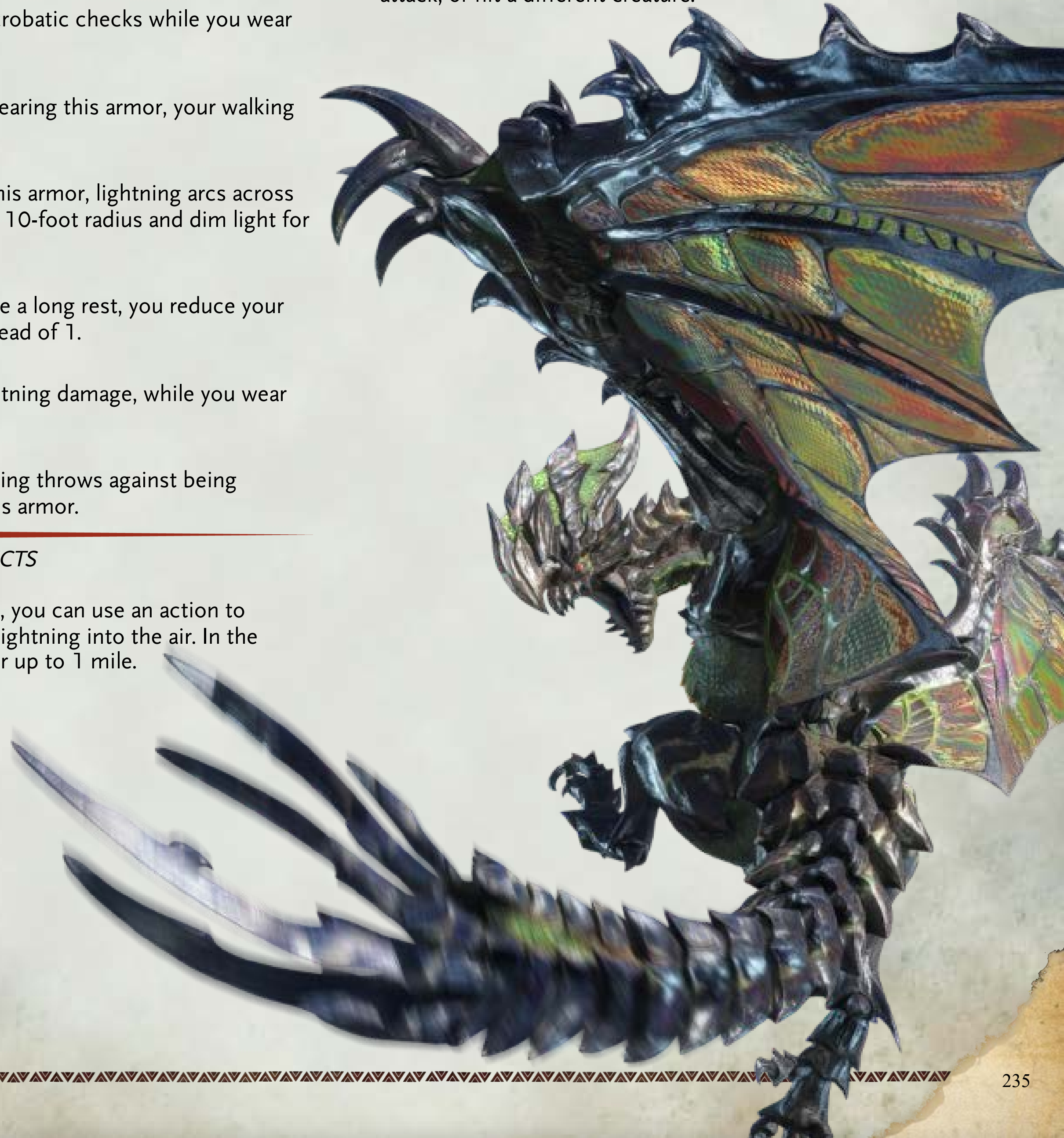
Astalos Membrane
When you cast a spell that deals lightning or thunder damage, you gain a +1 bonus to its spell attack roll.

Astalos Scissortail *(Cleric & Paladin Only)*
While you are attuned to this weapon, whenever you use a spell of 1st-level or higher to restore hit points to a creature, the creature regains additional hit points equal to the spell's level.

Astalos Wingtalon *(Druids Only)*
While attuned to this weapon, you can use an action to cast the *Call Lightning* spell from it once a day, without expending a spell slot.

Electroscale
Your weapon deals an extra 1d6 lightning damage.

Astalos Plate
Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.



Tempered Astalos

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)
Hit Points 189 (14d12 + 98)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	24 (+7)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +12, Wis +7, Cha +8
Damage Immunities lightning
Condition Immunities charmed, frightened, paralyzed
Senses darkvision 120 Ft., passive Perception 12
Languages —
Challenge 16 (15,000 XP or 30,000 XP as a mythic encounter) **Proficiency** +5

Charged State (Mythic Trait; Recharges after a Short or Long Rest). If the astalos would be reduced to 0 hit points, its current hit point total instead resets to 135 (10d12 + 70) hit points, it recharges its Lightning Bolt, it regains one expended legendary resistance and it enters a charged state for 1 minute, or until it uses Lightning Pulse. While in this state, the astalos' movement speed increases by 10 feet, it has advantage on Dexterity saving throws, and many of its actions are enhanced (included in the actions).

Legendary Resistance (2/Day). If the astalos fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The astalos makes one Horn attack and one Tail attack. It can replace its Tail attack with a use of Lightning Bolt if available. When Charged State is active, it can make two Winged Arm attacks.

Horn. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 5 (1d10) lightning damage.

Winged Arm. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 5 (1d10) lightning damage, or 18 (3d8 + 5) bludgeoning damage plus 11 (2d10) lightning damage if its Charged State has been activated in the last minute.

Tail. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 5 (1d10) lightning damage, or 15 (3d6 + 5) piercing damage plus 16 (3d10) lightning damage if its Charged State has been activated in the last minute. If the target is afflicted with thunderblight, it must make a DC 20 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

Lightning Bolt (Recharge 5-6 or Recharge 4-6 while Charged State is Active). The astalos releases a bolt of lightning from its tail in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 21 (6d6) lightning damage or 28 (8d6) lightning damage if the astalos' Charged State has activated in the last minute, and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted with thunderblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lightning Pulse (Charged State Only; Recharges after a Short or Long Rest). If the astalos flies at least 20 feet as part of its movement before landing, it can then use this action to create a burst of lightning in a 30-foot-radius sphere around it and ending its Charged State. Each creature in that area must make a DC 20 Dexterity saving throw, taking 49 (9d10) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The astalos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The astalos regains spent legendary actions at the start of its turn.

Attack. The astalos makes one Winged Arm attack.

Lightning Blade. A blade of electricity extends out from the astalos' horn before striking the ground in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 16 (3d10) lightning damage or 22 (4d10) lightning damage if the astalos' Charged State has activated in the last minute, and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted with thunderblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dash (Costs 2 Actions). The astalos moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the astalos moves through must succeed on a DC 18 Dexterity saving throw or take 16 (3d6 + 5) bludgeoning damage plus 11 (2d10) lightning damage and be knocked prone.

Lightning Stake (Costs 2 Actions). The astalos stabs its tail into the ground causing lightning to strike in a 5-foot radius around it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 22 (5d8) lightning damage or 36 (8d8) if the astalos' Charged State has activated in the last minute, and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted with thunderblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lightning Storm (Costs 3 Actions). The astalos summons 15-foot high pillars of lightning that zigzag across a 45-foot cone. Each creature in that area must succeed on a DC 20 Dexterity saving throw, taking 38 (11d6) lightning damage or 56 (16d6) lightning damage if the astalos' Charged State has activated in the last minute, and be afflicted with thunderblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tempered Astalos

Challenge Rating 16 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Astalos Shard	(A,W)
6-8	4-7	Heavy Astalos Shell	(A,W)
9-10	8-11	Astalos Wingmembrane	(A,W)
11-12	12-13	Astalos Scissortailblade	(A,W)
13-14	14-15	Heavy Astalos Crest+	(A,W)
15-17	16-17	Astalos Wingripper	(A,W)
18-19	18-19	Boltscale	(A,W)
20	20	Astalos Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Astalos Shard
While you are attuned to this armor, lightning arcs across it, creating bright light in a 10-foot radius and dim light for an additional 5 feet.

Heavy Astalos Shell
You have advantage on Acrobatic checks while you wear this armor.

Astalos Wingmembrane
Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Astalos Scissortailblade
Stam Recov+. When you take a long rest, you reduce your exhaustion by 3 levels instead of 1.

Heavy Astalos Crest+
Stamina Surge+2. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

Astalos Wingripper
Adrenaline. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.

Boltscale
You cannot be stunned while you wear this armor.

Astalos Mantle
You are immune to lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Astalos Shard
Your weapon looks to be made of lightning and sheds dim light in a 5-foot radius around you. When placed in a sword, the blade has the appearance of lightning. For hammers and others, its the head.

Heavy Astalos Shell *(Druids Only)*
While attuned to this weapon, you can use an action to cast the *Call Lightning* spell from it twice per long rest, without expending a spell slot.

Astalos Wingmembrane
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals lightning or thunder damage, such as lightning bolt or thunderwave spells.

Astalos Scissortailblade
Offensive Guard. Whenever you use a reaction that increases your AC, the next attack you make deals extra damage equal to the bonus AC the reaction provided.

Heavy Astalos Crest+ *(Ranged Weapon Only)*
Bonus Shot. When you take the attack action, you can make one additional attack with this weapon as a bonus action.

Astalos Wingripper *(Bladed Weapon Only)*
Razor Sharp. Once per turn, when you hit a creature with this weapon, anytime it would regain hit points before the end of its next turn, it regains half as many. Additionally, if the creature is afflicted with a wound, such as the odogaron's bloody wound, it can only be closed by magical healing for 1 minute.

Boltscale
While you are attuned to this weapon, your lightning spells bypass a creature's resistance.

Astalos Mantle
Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

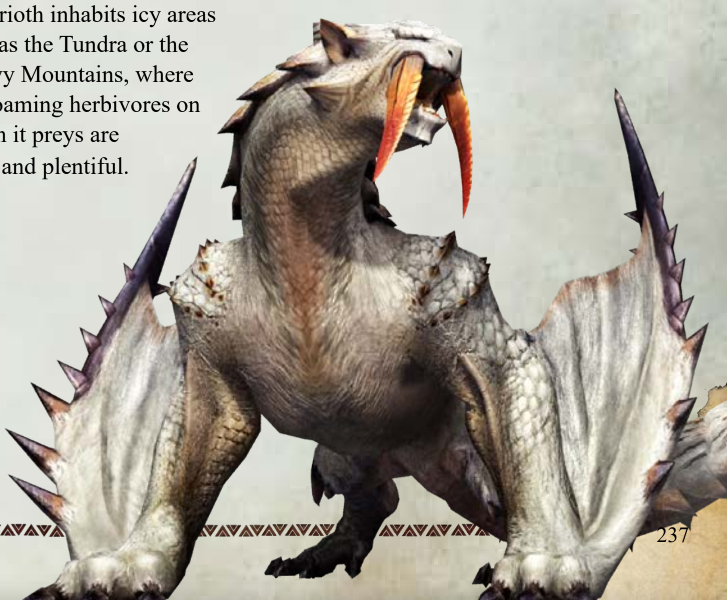
Barioth

Barioth is a quadrupedal Flying Wyvern, with various cat-like features. Its body is mostly covered with icy white plates and spikes along its neck, spine, and tail. Its face features two massive, curved tusks of an amber coloration. Its forelegs are longer and more powerful than its back legs, with deadly spikes along its wings, as well as two large claws.

Barioth moves quickly and attacks wildly, presenting a challenge even to experienced adventurers. Barioth uses its fangs and claws to slide around on the ice making it hard to keep up with. It is able to slide its tail to its side and wield it in a club-like fashion. It is capable of producing a wind blast; Barioth will spit out an icy ball that will create a powerful tornado.

Barioth is highly aggressive and territorial. It will attack any hunter that enters its domain. It will eat Popo or Anteka when fatigued.

Barioth inhabits icy areas such as the Tundra or the Snowy Mountains, where the roaming herbivores on which it preys are large and plentiful.



Barioth

Huge wyvern (flying), unaligned

Armor Class 16
Hit Points 195 (17d12 + 85)
Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	20 (+5)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +11, Wis +7, Cha +4
Damage Resistances acid, necrotic; bludgeoning, piercing, slashing damage from nonmagical attacks
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 15 (13,000 XP) **Proficiency** +5

Actions

Multiattack. The barioth makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail Swipe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage and the target and each creature adjacent to it must make a DC 15 Strength saving throw, or be pushed 10 feet away, and be knocked prone on a failed save. On a successful save, it still pushed back but isn't knocked prone.

Vortex (Recharge 5-6) The barioth creates a vortex of ice and snow at a point within 60 feet of it. Each creature in a 15-foot-radius, 40-foot-high cylinder centered on a point must make a DC 18 Dexterity saving throw, taking 22 (5d8) bludgeoning damage plus 7(2d6) cold damage on a failed save, or half as much damage on a successful save.

Legendary Actions

The barioth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The barioth regains spent legendary actions at the start of its turn.

Detect. The barioth makes a Wisdom (Perception) Check.

Tail Swipe. The barioth makes a Tail Swipe attack.

Ice Slide (Costs 2 Actions). The barioth moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the barioth moves through must succeed on a DC 19 Dexterity saving throw or takes 20 (3d8 + 6) slashing damage and be knocked prone.

Barioth

Challenge Rating 15 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	—	Barioth Cortex	(A,W)
5-6	1-6	Barioth Fur	(A,W)
7-10	7-9	Barioth Talon	(A,W)
11-13	10-13	Cryo Sac	(A,W)
14	14-17	Barioth Spike	(A,W)
15-19	—	Barioth Tail	(A,W)
20	18-20	Amber Tusks	(A,W)

ARMOR MATERIAL EFFECTS

Barioth Cortex
While you wear this armor, you ignore difficult terrain created by ice or snow and you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Barioth Fur
Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Barioth Talon
If you are not wearing light, medium, or heavy armor and using no shield you gain a +2 bonus to AC.

Cryo Sac
You have resistance to cold damage while you wear this armor.

Barioth Spike
Increase your Dexterity score by 1, to a maximum of 20 while you wear this armor.

Barioth Tail
You are immune to cold damage while you wear this armor.

Amber Tusks
When you are attuned to this armor, you can speak the armor's command word to conjure a mask made from the scales and tusks of a barioth. While wearing the mask you have advantage on Charisma (Intimidation) checks. Additionally, this mask has 3 runes. You can use an action to expend 1 rune to give the mask a horrifying visage. Each creature within 30 feet of you that can see the mask must succeed on a DC 17 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of this mask for 24 hours. This mask regains 1d3 expended runes daily at dawn.

WEAPON MATERIAL EFFECTS

Barioth Cortex
In freezing temperatures, this weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Barioth Fur
While you are attuned to this weapon and you cast a spell that is a water or ice themed, it is cast as if it was one spell level higher. A spell cannot be increased beyond level 6 with this effect.

Barioth Talon
Your Strength score is 19 while attuned to this weapon. It has no effect on you if your Strength is already 19 or higher.

Cryo Sac
Your weapon deals an extra 1d6 cold damage.

Barioth Spike
When you hit a creature with this weapon it must make a DC 14 Constitution saving throw or become diseased with Iceblight until the end of its next turn.

Barioth Tail
This weapon has 3 runes, and it regains 1d3 expended runes daily at dawn. While attuned to this weapon, you can use an action to expend 1 to 3 of its runes to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each rune you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

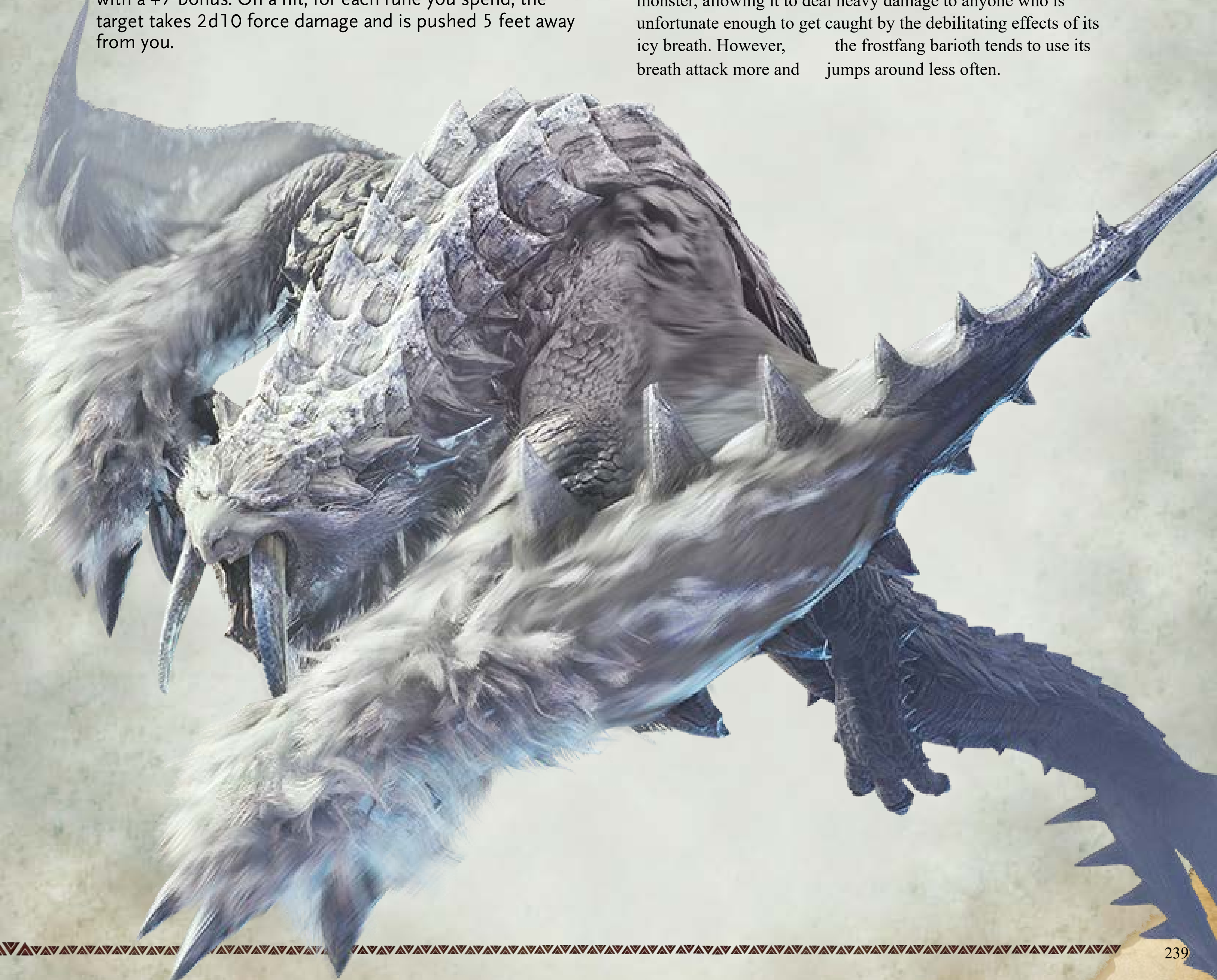
Alternatively, you can expend 1 to 3 of the weapon's runes as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. You make a Strength check with a +5 bonus for each rune you spend.

Amber Tusks
Your weapon deals an extra 1d8 cold damage.

Frostfang Barioth

One of frostfang barioth's most defining features is the tusks, which have taken on a dark hue, which is contrasted by the icy white coloration at the front, giving the monster's overall tusks a more chilling appearance. The frostfang barioth also sports thicker fur across its forelimbs and face, sporting an aged look compared to the standard individual. Finally, much of the frostfang barioth's body is covered with a form of frost to reflect upon its amplified abilities to use its sub-zero breath.

The frostfang barioth has a sub-zero breath attack, very similar to that of velkhana's, that leaves a trail of frost on the ground that lingers for a few seconds. These frost trails will cause the creatures that touches them to be covered in frost. The frostfang barioth also maintains much of its physical prowess similar to the original monster, allowing it to deal heavy damage to anyone who is unfortunate enough to get caught by the debilitating effects of its icy breath. However, the frostfang barioth tends to use its breath attack more and jumps around less often.



Frostfang Barioth

Huge wyvern (flying), unaligned

Armor Class 16 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 50 ft., climb 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+4)	23 (+6)	22 (+6)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +12, Con +12, Wis +8, Cha +5
Damage Resistances acid, necrotic; bludgeoning, piercing, slashing damage from nonmagical attacks
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 20 (25,000 XP) **Proficiency** +6

Legendary Resistance (3/Day). If the barioth fails a saving throw, it can choose to succeed instead.

Rime. An area covered in rime is difficult terrain. Additionally a creature, except the barioth, that ends its turn while touching a rime covered area takes 3 (1d6) cold damage and is restrained by the rime (Escape 20). The rime remains for 24 hours or until fire damage is dealt to the area and melts it, such as dropping a torch, attacking the ground with a weapon that deals fire damage, or casting the *fireball* or *fire bolt* spell melts the rime in the targeted area.

Standing Leap. The barioth's long jump is up to 20 feet and its high jump is up to 10 feet, without a running start. In addition, the barioth does not incur opportunity attacks while moving with a jump.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Hip Check. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Icicle. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. *Hit:* 16 (3d10) cold damage. On a hit or miss, the area around the target in a 10-foot radius is covered in rime.

Tail Swipe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage and the target and each creature adjacent to it must make a DC 18 Strength saving throw, or be pushed back 10 feet from the barioth and knocked prone on a failed save. On a successful save, it is still pushed back but isn't knocked prone.

Deadly Leap. If the barioth jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 20 (4d6 + 6) bludgeoning damage plus 20 (4d6 + 6) cold damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the barioth's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the barioth's space.

If the barioth jumps onto a space that is covered in rime, the rime is destroyed under it and in a 5-foot radius around it.

Ice Chunk (Recharge 5-6). The barioth forms a large chunk of ice with its breath before launching it at a point within 120 feet of it. The rime in the area is destroyed and each creature in a 20-foot-radius sphere centered on that point must make a DC 20 Dexterity saving throw, taking 70 (20d6) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Crush. When a creature is standing on or restrained by rime, the barioth can use its deadly leap centered on that creature.

Legendary Actions

The barioth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The barioth regains spent legendary actions at the start of its turn.

Frost Breath. The barioth exhales hoarfrost in a 30-foot cone in front of it. The ground in that area is covered in rime and each creature in that area must make a DC 20 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

Tail Swipe. The barioth makes a Tail Swipe attack.

Lunge (Costs 2 Actions). The barioth moves up to its fly speed without provoking opportunity attacks and makes one Claw attack.

Sub-Zero Breath (Costs 3 Actions). The barioth exhales an icy blast of hoarfrost in a 90-foot line that is 5 feet wide. The ground in that area is covered in rime and each creature in that area must make a DC 20 Constitution saving throw, taking 33 (6d10) cold damage on a failed save, or half as much damage on a successful one.

Frostfang Barioth

Challenge Rating 20 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	—	Silversnow Pelt	(A,W)
5-6	1-6	Bergcrusher Claw	(A,W)
7-10	7-9	Barioth Lash	(A,W)
11-13	10-13	Cryo Sac	(A,W)
14-19	14-17	Silverwhite Frostfang	(A,W)
20	18-20	Silversnow Gem	(A,W)

ARMOR MATERIAL EFFECTS

Silversnow Pelt
While you wear this armor, you ignore difficult terrain created by ice or snow and you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Bergcrusher Claw
While you are wearing this armor you have advantage on Charisma (Intimidation) checks, but your demeanor is cold-hearted. Kind words come out as uncaring or hurtful, your generosity comes off as self-serving, etc.

Barioth Lash
While wearing this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However the armor doesn't allow you to move this way on a slippery surface, such as one covered by oil, but it does work on ice and snow.

Cryo Sac
You have resistance to cold damage while you wear this armor.

Silverwhite Frostfang
This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to coat your armor in magical ice, gaining 25 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 25 cold damage.

Silversnow Gem
You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Silversnow Pelt
Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

Bergcrusher Claw
Hitter. When a creature must succeed on a saving throw or be stunned by the effect of a weapon attack, increase the save DC by 2.

Barioth Lash
Critical Draw+. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 15 or higher.

Cryo Sac
Your weapon deals an extra 1d6 cold damage.

Silverwhite Frostfang
While you are attuned to this weapon, your cold spells bypasses a creature's resistance to cold damage and deals half damage to a creature that has immunity to cold damage.

Silversnow Gem
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

Frostfang Material Bonus

When a character has three frostfang materials socketed into their equipment, they gain the *Frostfang Absolute Art* bonus.

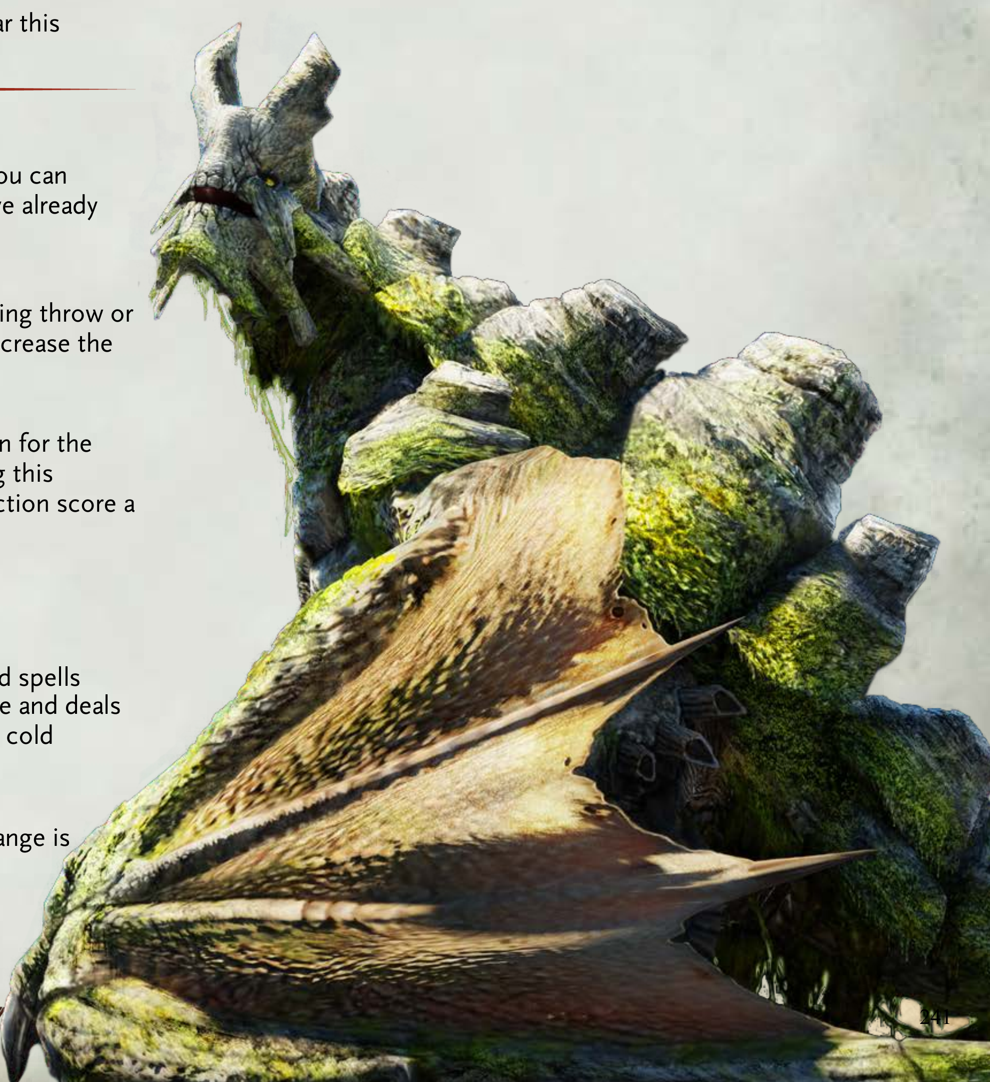
Frostfang Absolute Art. *(Hammer Only)*
Punishing Draw. During the first round of combat you can use the hammer's *mighty weapon* property without expending a use.

Basarios

Basarios is a smaller, rocky wyvern. It is the juvenile form of Gravios. It's hard, stone-like shell can be used for protection against other large wyverns, doubling up as effective camouflage when Basarios partially buries itself in the ground.

It is able to release either sleeping or poisonous gas from its underside and, on extremely rare occasions, a fire plume. Although it prefers to charge towards adversaries. When resting, it burrows underground, exposing only its back, giving it the appearance of a large gray rock. Being very heavy, it is a slow mover, and although it has wings, it rarely uses them to fly. Even when it does, its weight allows it to fly only for a short time.

Despite its ability to hide, in most areas it is visible. This is because the rocks on its back are a slightly lighter color than other rocks, or because it has burrowed into plain view in the middle of the area.



Basarios

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	19 (+4)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

False Appearance. While the basarios remains partially submerged in the ground and motionless, it is indistinguishable from a normal boulder.

Trampling Charge. If the basarios moves at least 20 feet straight toward a creature and then hits it with a Ram attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the basarios can make one Body Slam attack against it as a bonus action.

Actions

Body Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Ram. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Sleep Gas. (Recharge 5-6). The basarios releases sleeping gas in a 15-foot radius around it. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Variant Basarios

The basarios is known to have other types of effects besides sleep gas. A basarios can have a poisonous gas or in extremely rare cases it creates a fire plume. The CR does not change when replacing the sleep gas with one of these effects:

- ***Poisonous Gas.*** The basarios releases a poisonous gas from its underside in a 15-foot radius around it. Each creature in that area must make a DC 15 Constitution saving throw or, become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- ***Fire Plume.*** The basarios releases a plume of fire from its underside in a 15-foot radius around it. Each creature in that area must make a DC 15 Dexterity saving throw or, take 18 (5d6) fire damage on a failed save or half as much damage on a successful one.

Basarios

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-9	1-5	Basarios Shell	(A,W)
10-13	6-11	B.Poison Sac	(A,W,O)
14-18	12-18	Machalite Ore	(O)
19	19	Basarios Wing	(A,W)
20	20	Basarios Carapace	(A,W)

ARMOR MATERIAL EFFECTS

Basarios Shell
You have advantage on stealth checks made to hide in rocky terrain while you wear this armor.

B.Poison Sac
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to poison damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Basarios Wing
Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +2 bonus.

Basarios Carapace
Guts. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again for 2 days.

WEAPON MATERIAL EFFECTS

Basarios Shell
Stamina Drain. When you hit a creature with this weapon, its speed is reduced by 5 feet until the start of your next turn.

B.Poison Sac
When you cast a spell that deals poison damage, add 1/2 of your proficiency bonus to that damage.

Basarios Wing
This weapon has 3 runes and regains all expended runes daily at dawn. Once per turn, when you hit a creature with this weapon, you can expend a rune to gain +2 AC until the end of your next turn.

Basarios Carapace
Your weapon deals an extra 1d4 fire damage.

OTHER MATERIAL EFFECTS

B.Poison Sac
You can make a DC 14 Wisdom (Poisoner's Kit) check using this material as its ingredient plus a vial. On a success you create a vial of serpent venom (DMG p. 258). On a fail, the material is destroyed.

Machalite Ore
Item found in (AGtMH p.69)

Baby Basarios

Medium wyvern (flying), unaligned

Armor Class 16 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 25 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	2 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

False Appearance. While the basarios remains partially submerged in the ground and motionless, it is indistinguishable from a normal boulder.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Ram. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Baby Basarios

Challenge Rating 1 **Carves/Capture** 1

Carve Chance	Capture Chance	Material	Slots
1-9	1-5	B.Basarios Shell	(A,W)
10-15	6-13	Earth Crystal	(O)
16-19	14-19	B.Basarios Wing	(A,W)
20	20	B.Basarios Carapace	(A,W)

ARMOR MATERIAL EFFECTS

B.Basarios Shell
You reduce cold damage you take by 3 while you wear this armor.

B.Basarios Wing
You have a +2 bonus to stealth checks made to hide in rocky terrain while you wear this armor.

B.Basarios Carapace *(Spellcaster Only)*
You know the *shield* spell while you wear this armor. If you prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If this spell is not on your class list, the spell is nonetheless a class spell for you.

WEAPON MATERIAL EFFECTS

B.Basarios Shell
Geologist. When you successfully gather a mining resource, you instead gather 2.

B.Basarios Wing
Hitter. When a creature must succeed on a saving throw or be stunned by the effect of a weapon attack, increase the save DC by 2.

B.Basarios Carapace
When you hit a creature with this weapon, you can speak this weapon's command word to gain a +2 bonus to your AC until the end of your next turn. Once used, you can't use this property again until you finish a long rest.

OTHER MATERIAL EFFECTS

Earth Crystal
Item found in (AGtMH p.75)

Bazelgeuse

Bazelgeuse is a large Flying Wyvern covered in thick, heavy scales with a bronzy sheen. It has a bulky upper body and a large wingspan. Its underside is lined with protruding scales which are easily shed. The monster occasionally enters a "superheated" state, causing the gaps between its scales to glow red hot.

The Bazelgeuse's most distinctive trait is its ability to shed explosive scales. These special scales are created by solidifying its body fluids. Once dislodged, these scales explode after a time, acting as a sort of timed mine.
However, when the monster enters its "superheated" state, the scales detonate almost immediately. It uses its enormous body to overwhelm other monsters and the power of its scales to soften them up. Bazelgeuse will shed their explosive scales over a wide area in a sort of carpet bombing so they can prey on whatever gets caught in the blast.

They are nomadic predators and can be found all across the continent. Bazelgeuse easily assert themselves as apex monsters in whatever environment they pass through, disrupting the local food chain, it will readily fight other large monsters. They will even dive into fights that doesn't even involve them and can be seen as having a lust for combat. They will attack monsters regardless of their standing but seem to gravitate more towards other apex monsters.

Bazelgeuse

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)
Hit Points 276 (24d12 + 120)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +7, Cha +7
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses passive Perception 11
Languages —
Challenge 17 (18,000 XP) **Proficiency** +6

Carpet Bomb. For every 20 feet the bazelgeuse flies, it dislodges an *explosive scale* which lands in an unoccupied space directly below it.

Explosive Scales. The bazelgeuse scales, when dislodged from its body, act as a time bomb. On initiative count 20 (losing all initiative ties) all scales explode dealing 10 (3d6) fire damage to each creature in a 5-foot radius of them.

Shed. Whenever the bazelgeuse makes a melee weapon attack it dislodges an *explosive scale* which lands in an unoccupied space with 5 feet of the bazelgeuse.

Wounded Fury. While the bazelgeuse has 56 hit points or fewer, it enters a "superheated" state gaining advantage on attack rolls. In addition, Explosive Scales detonate at the end of the bazelgeuse's turn.

Actions

Multiattack. The bazelgeuse makes one Headbutt attack, one Tail attack, and one Wing attack.

Headbutt. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the bazelgeuse is flying and dives at least 30 feet straight toward a target immediately before the hit, the target takes an extra 4 (1d8) blugeoning damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Wing. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Fire Breath (Recharge 5-6). The bazelgeuse exhales fire in a 45-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 46 (7d12) fire damage on a failed save, or half as much damage on a successful one.

Bazelgeuse

Challenge Rating 17 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Bazelgeuse Scale	(A,W)
6-9	5-9	Bazelgeuse Carapace	(A,W)
10-13	10-12	Bazelgeuse Fuse	(A,W)
14-16	13-16	Bazelgeuse Talon	(A,W)
17-19	17-18	Bazelgeuse Wing	(A,W)
—	19-20	Bazelgeuse Tail	(A,W)
20	—	Bazelgeuse Gem	(A,W)

ARMOR MATERIAL EFFECTS

Bazelgeuse Scale
Your armor has 10 *explosive scales* that regrow at dawn. When a creature hits you with a melee attack, you can use a reaction to cause one of these scales to explode dealing 2d4 fire damage to the attacker.

Bazelgeuse Carapace
You have an emblem of a burning brazier on your armor. You can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. Once you use this property, you can't use it again until you finish a long rest.

Bazelgeuse Fuse
Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened and you have advantage on saving throws against thunder damage. You can dispel the ear plugs as a bonus action ending the deafened effect.

Bazelgeuse Talon *(Greatsword Only)*
While attuned to this armor, your Guard AC bonus now lasts until the start of your next turn and you cannot be knocked prone.

Bazelgeuse Wing
You have a flying speed of 30 feet while you wear this armor.

Bazelgeuse Tail
Guts+. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a long rest.

Bazelgeuse Gem
You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Bazelgeuse Scale *(Melee Weapon Only)*
When you hit a creature with this weapon, it must succeed on a DC 17 Constitution saving throw. On a failed save, the creature becomes burned for 1 minute. A burned creature takes 1d4 fire damage at the start of its turn. A creature can use its action to put out the flames early.

Bazelgeuse Carapace
While you are attuned to this weapon, you can use a bonus action to speak its command word and exhale fire at a target within 30 feet of you. The target must make a DC 17 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

Bazelgeuse Fuse *(Sorcerer & Wizard Only)*
Bombardier. The weapon has 10 runes, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *scorching ray* (2 runes), *melf's minute meteors* (3 runes), or *wall of fire* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Bazelgeuse Talon
Your weapon deals an extra 1d8 fire damage.

Bazelgeuse Wing
Critical Draw+. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 15 or higher.

Bazelgeuse Tail
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals fire damage.

Bazelgeuse Gem
While attuned to this weapon, your Strength score changes to 25. If your Strength is already equal to or greater than 25, the material has no effect on you.

Seething Bazelgeuse

The seething bazelgeuse is a dominant predator like their regular cousins, if not much more so. The Variant species could easily defend its turf even with the recent ecological intrusion that brought the likes of glavenus, brachydios and tigrex into the Recess. Said monsters would rather not fight Seething Bazelgeuse unless they really had to, as a confrontation with the wyvern warrants a harrowing battle and serious injury.

Like their respective regular species, seething bazelguese are huge competition for savage deviljho in the ecosystem, in which they mutually have few contenders. Fights between the two creatures are among the most destructive clashes in the natural world, with both having tremendous power of their own. Aside from monsters mentioned above, seething bazelguese have to keep their guard up for Elder Dragons which are not uncommon in the Recess.

While most of their trait remains similar, seething bazelguese are much more dangerous than their regular cousin due to their advanced explosive scales. This adaptation is credited to a substance the Commission dubbed "Distilled Blast Fluid", which are naturally produced within a seething bazelgeuse body.

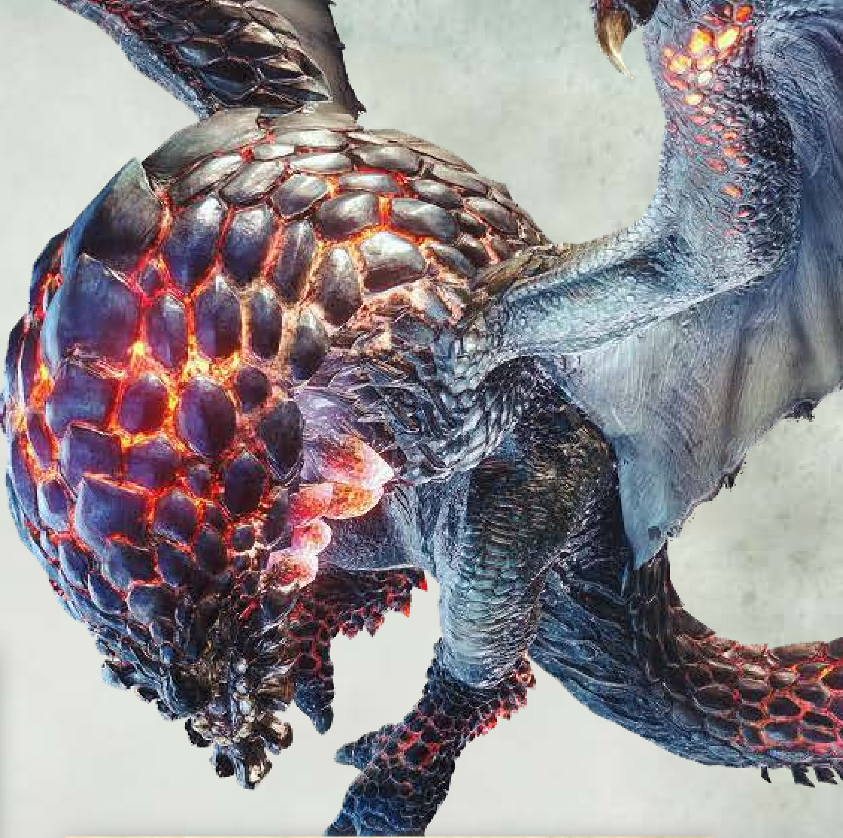
The fluid reacts to seething bazelgeuse's state of being, either reacting to adrenaline or through other biochemical processes and would progressively make bazelgeuse bomb scales more combustive the longer the creature is in aggravated state.

This enhancement peaks when the monster's explosive scales emit a fiery purple glow and produce explosions roughly twice the size and power of normal scales. The scales also gain a sticky property to them in this enhanced state, allowing them to latch to surfaces before inevitably exploding.

There's a limit to this mechanism however, as seething bazelgeuse periodically have to "reset" themselves after generating supercharged scales for some time. The process can also be sabotaged through powerful enough blows to bazelgeuse's scale-making organ.

There are no significant differences in behavior between seething bazelgeuse and the regular species. The variant however seems to be more accustomed to direct combat on the ground instead of relying on carpet bombing and dive-bombs, which makes them tougher foes for hunters and other monsters alike.

The variant have also shown a degree of improved tactical thinking and creativity, often throwing their scales some distance around themselves and up-close opponents. This limits the safe zone their enemy could evade to, making it much more difficult to maneuver around bazelgeuse's wide-reaching physical attacks. The far-flung scales could also work nicely as a weapon or deterrent against enemies that attack from distance, which the normal species were very weak against.



Seething Bazelgeuse

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)
Hit Points 324 (24d12 + 168)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	24 (+7)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +14, Wis +8, Cha +8
Skills Athletics +13, Perception +8
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses passive Perception 18
Languages —
Challenge 21 (33,000 XP) **Proficiency** +7

Carpet Bomb. For every 20 feet the bazelgeuse flies, it dislodges an *explosive scale* which lands in an unoccupied space directly below it.

Explosive Scales. The bazelgeuse scales, when dislodged from its body, act as a time bomb. On initiative count 20 (losing all initiative ties) all scales explode dealing 14 (4d6) fire damage to all creatures in a 10-foot radius of them.

Shed. Whenever the bazelgeuse makes a melee weapon attack it dislodges an *explosive scale* which lands in an unoccupied space with 5 feet of its location.

Wounded Fury. While the bazelgeuse has 100 hit points or fewer, it enters a "superheated" state gaining advantage on attack rolls. In addition, Explosive Scales grow, increasing its explosion radius by 5 feet and deal an extra 1d6 fire damage.

Actions

Multiattack. The bazelgeuse makes one Headbutt attack, one Tail attack, and one Wing attack.

Headbutt. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the bazelgeuse is flying and dives at least 30 feet straight toward a target immediately before the hit, the target takes an extra 4 (1d8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Wing. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

No Man's Landing (Recharge 6). The bazelgeuse soars 30 feet into the sky while scattering 15 explosive scales in a 60-foot radius around it, in a space that isat least 15 feet apart from another scale. It then comes crashing back down to the ground in a space within 60 feet of it, causing an explosion in a 20-foot radius around it. Each scale in the explosions area is destroyed, and each creature in that area must make a DC 22 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The bazelgeuse can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bazelgeuse regains spent legendary actions at the start of its turn.

Fling. The bazelgeuse dislodges 3 explosive scales and sends them flying with its tail. Choose a location within 60 feet of the bazelgeuse, each scale lands in an unoccupied space within 15 feet of that location.

Fire Breath (Costs 3 Actions). The bazelgeuse exhales fire in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 46 (7d12) fire damage on a failed save, or half as much damage on a successful one.

Seething Bazelgeuse

Challenge Rating 21 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Bazelgeuse Shard	(A,W)
6-9	5-9	Flickering Silvershell	(A,W)
10-13	10-12	Bazelgeuse Hardclaw	(A,W)
14-16	13-16	Distilled Blast Fluid	(A,W)
17-19	17-18	Scorching Silverwing	(A,W)
—	19-20	Bazelgeuse Flail	(A,W)
20	—	Seething Gem	(A,W)

ARMOR MATERIAL EFFECTS

Bazelgeuse Shard
Your armor has 10 *explosive scales* that regrown at dawn. When a creature hits you with a melee attack, you can use a reaction to cause one of these scales to explode dealing 3d4 fire damage to the attacker.

Flickering Silvershell
Airborne. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Bazelgeuse Hardclaw
HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

Distilled Blast Fluid
You are immune to fire damage while you wear this armor.

Scorching Silverwing *(Lance & Greatsword Only)*
Your Guard AC bonus now lasts until the start of your next turn and you cannot be knocked prone.

Bazelgeuse Flail
You have an emblem of a burning brazier on your armor. You can use an action to speak the armor's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. Once you use this property, you can't use it again until you finish a short or long rest.

Seething Gem
Guts+2. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a short or long rest.

WEAPON MATERIAL EFFECTS

Bazelgeuse Shard *(Melee Weapon Only)*
When you hit a creature with this weapon, it must succeed on a DC 17 Constitution saving throw. On a failed save, the creature becomes burned for 1 minute. A burned creature takes 2d4 fire damage at the start of its turn. a creature can use its action to put out the flames early.

Flickering Silvershell
Critical Draw+. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 15 or higher.

Bazelgeuse Hardclaw
Your weapon deals an extra 1d10 fire damage.

Distilled Blast Fluid *(Sorcerer & Wizard Only)*
Bombardier+. The weapon has 12 runes, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *aganazzar's scorcher* (2 runes), *heat metal* (2 runes), *scorching ray* (2 runes), *melf's minute meteors* (3 runes), *wall of fire* (4 runes), *delayed blast fireball* (7 runes). The weapon regains 1d8 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Scorching Silverwing
When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target and each creature within 5 feet of it, excluding you, must make a DC 15 Dexterity saving throw taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

Bazelgeuse Flail
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals fire damage.

Seething Gem
While attuned to this weapon, your Strength score changes to 25. If your Strength is already equal to or greater than 25, the material has no effect on you.

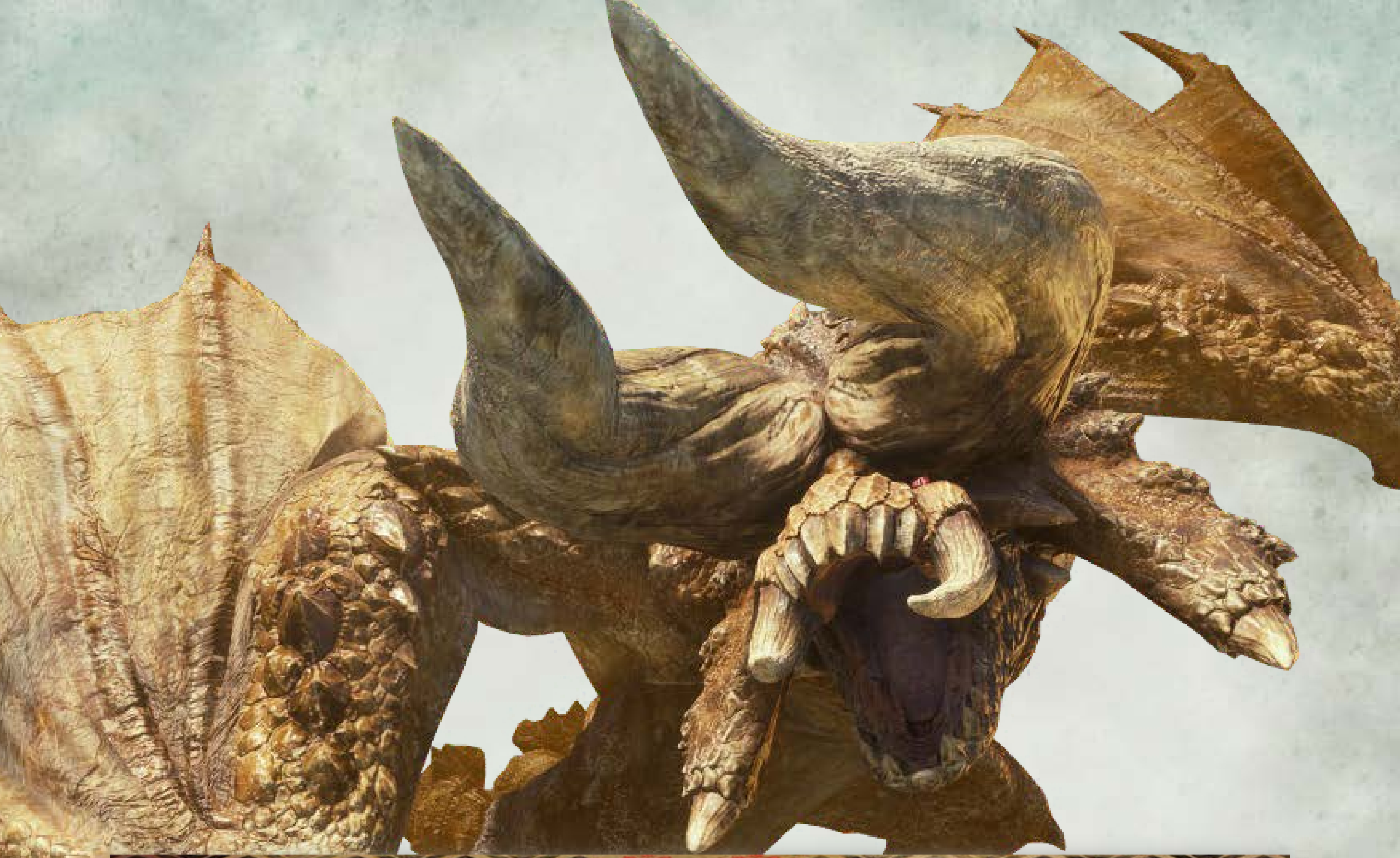
Diablos

Diablos are large, bipedal wyverns with powerful armor plating covering much of their body. Their most noteworthy feature is a pair of massive, solid horns above their eyes. Diablos also possess a pair of tusk-like fangs and a large, spiny neck frill. Their tail ends with a heavy, studded club that can be used to ward off attackers. Diablos stand on a pair of stocky, wide-set legs and possess a broad upper body complete with thick, muscular wings.

Diablos have the ability to burrow into the earth and travel underground, employing this tactic to surprise unsuspecting targets or slip away from a dangerous encounter. In addition, they are capable of producing a powerful roar that will stun most aggressors. Using their powerful legs in tandem with their heavy upper body and head, Diablos can run at high speeds to charge attackers with their horns, using the powerful momentum to maximize the potential for damage.

Diablos are herbivores, known to feed on the plentiful cacti of the desert. Despite this however, they are wildly aggressive and will pursue anything which enters their territory. Diablos are known to use their horns as weapons against attackers, but will also use them in bouts against other Diablos in battles for territory or mating rights. Diablos typically avoid flight for the purpose of transportation, as a disproportionately high mass prevents them from effectively flying for long periods of time. Instead, Diablos will use their wings to free themselves when trapped in the sand.

Diablos are commonly found in dry, arid desert environments. The soft, loose earth allows for digging and the water-rich cacti provide them with both nutrition and hydration.



Diablos

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	23 (+6)	6 (-2)	14 (+2)	9 (-1)

Saving Throws Wis +8
Damage Immunities fire
Condition Immunities frightened
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 18 (20,000 XP) **Proficiency** +6

Legendary Resistance (2/Day). If the diablos fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The diablos makes one Horn attack and one Tail attack.

Horn. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Violent Roar (Recharge 5-6). The diablos roars loudly. Each creature within 15 feet of the diablos must make a DC 20 Constitution saving throw, taking 45 (10d8) thunder damage and be deafened for 1 minute on a failed save, or half as much damage and isn't deafened on a successful one.

Bonus Actions

Underground Charge. The diablos makes one Horn attack against a creature if it moved at least 20 feet straight toward it, while underground.

Legendary Actions

The diablos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The diablos regains spent legendary actions at the start of its turn.

Attack. The diablos makes one Horn or Tail attack.

Dig. The diablos burrows underground and moves up to half its burrow speed.

Quake (Costs 2 Actions). The diablos strikes the ground with its maul like tail, triggering a tremor. Each creature on the ground within 60 feet of the diablos must succeed on a DC 21 Strength saving throw or be knocked prone.

Diablos

Challenge Rating 18 **Carves/Capture** 4

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Diablos Carapace	(A,W)
7-9	4-5	Diablos Fang	(A,W)
10	6-11	Diablos Shell	(A,W)
11	12-13	Diablos Ridge	(A,W)
12-15	14-16	Diablos Tailcase	(A,W)
16	17-18	Diablos Marrow	(A,W)
—	19	Blos Medulla	(A,W)
17-18	—	Twisted Horn	(A,W)
19	—	Majestic Horn	(A,W)
20	20	Diablos Stone	(O)

ARMOR MATERIAL EFFECTS

Diablos Carapace
Tremor-Proof. You cannot be knocked prone while you wear this armor.

Diablos Fang
While you wear this armor, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

Diablos Shell
You gain a burrowing speed of 20 feet while you wear this armor.

Diablos Ridge
Wind Resistance. You have resistance to thunder damage and you suffer no ill effects from strong winds (DMG p.110) while you wear this armor.

Diablos Tailcase *(Shield required)*
While holding a shield, you have resistance to damage from ranged weapon attacks. Whenever a ranged weapon attack is made against a target within 10 feet of you, you become the target instead.

Diablos Marrow
You are immune to fire damage, but you are vulnerable to cold damage while you wear this armor.

Blos Medulla
Alert. You can't be surprised while you are conscious.

Twisted Horn
You have resistance to piercing and slashing damage from nonmagical attacks while you wear this armor.

Majestic Horn
Heroics. While below 25% of your maximum hit points your weapon attacks deal 1d4 extra damage and you have resistance to all damage except psychic damage.

WEAPON MATERIAL EFFECTS

Diablos Carapace
Earplugs. While you are attuned to this weapon, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened and you have advantage on saving throws against thunder damage. You can dispel the ear plugs as a bonus action ending the deafened effect.

Diablos Fang *(Greatsword & Lance Only)*
Offensive Guard. Whenever you use a reaction that increases your AC, the next attack you make with that weapon deals extra damage equal to the bonus AC the reaction provided.

Diablos Shell
While attuned to this weapon, you can use an action to say its command and let out a violent roar. Each creature in a 15-foot radius around you must make a DC 17 Constitution saving throw. On a fail the creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, the creature takes half damage and is not deafened. Once you use this property, you can't use it again until you finish a long rest.

Diablos Ridge
KO. Once per turn when a creature must succeed on a saving throw or become stunned by the effect of one of your weapon attacks, it makes its save with disadvantage.

Diablos Tailcase
Quick Load. You can reload as a free action while you are attuned to this weapon.

Diablos Marrow
Stamina Thief. Once per turn when you hit a creature with this weapon, it must make a DC 10 Constitution saving throw or gain one level of exhaustion. A creature cannot gain more than 2 levels of exhaustion from this weapon's property.

Blos Medulla
Charger. When you use your action to Dash, you can use a bonus action to shove a creature.

Twisted Horn
Critical Draw+. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 15 or higher.

Majestic Horn
Your weapon deals an extra 1d10 thunder damage.

OTHER MATERIAL EFFECTS

Diablos Stone
Legendary armor or weapon upgrade material.

Espinas

Espinas are physically similar to rathians, but alongside scales its body is covered in hot pink spikes full of venom and rough green armor plating. A long, pink, venom-filled horn protrudes from the front of its head, in a similar fashion to monoblos. Venomous thorns also protrude from its body, wings, tail, feet, and head. Its body, tail, and feet are bigger and more muscular than those of other flying wyverns. It has four pink claws upon its feet. Red-orange veins will appear when it is in its enraged state, similar to tigrex.

Espinas is an unusually passive flying wyvern. In the wild, it can almost always be found sleeping. Even when disturbed and woken up, it still responds disinterestedly to any attacks, casually walking back and forth whilst relying on its thick hide to protect itself.

However, if injured, it will become enraged. When this occurs, it becomes much faster and more brutal, charging aggressors down, ramming them with its horn, and shooting toxic fireballs.

Espinas can usually be fought in flora filled places like the great forest, although there have been much rarer sightings in areas like fortress ruins, as well as swamps.

Espinas

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	10 (+0)	13 (+1)	19 (+4)

Saving Throws Con +9
Skills Perception +5
Damage Resistances lightning
Damage Immunities fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses passive Perception 15
Languages —
Challenge 12 (8,400 XP) **Proficiency** +4

Barbed Hide. At the start of each of its turns, the espinas deals 11 (2d10) poison damage to any creature grappling it.

Enrage (Recharges After a Short or Long Rest). When the espinas hit points drop below half of its maximum, it enrages for 1 minute. While enraged, the espinas AC is reduced by 2, its movement is increased by 10 feet, and it has advantage on melee attack rolls.

Heavy Sleeper. The espinas gains a +5 bonus to its AC, while it is unconscious. Additionally, if the espinas is subjected to an effect that allows it to make a Strength or Dexterity saving throw to take only half damage, the espinas instead makes a Constitution saving throw and takes no damage if it succeeds on the saving throw and only half damage if it fails, provided the espinas is unconscious.

Actions

Multiattack. The espinas makes one Tail attack and one Bite attack.

Bite. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Horn. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the espinas moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 21 (6d6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Tail. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Blight Breath (Recharge 5-6). The expinas use one of the following breaths attacks:

Giant Fireball. The espinas spews a large blighted fireball at a point within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 17 Dexterity or Constitution saving throw, taking 16 (3d10) fire damage plus 10 (3d6) poison damage, be poisoned for 1 minute, and ignites on a failed save, or half as much damage, doesn't burst into flames and isn't poisoned on a successful one.

If the saving throw fails by 5 or more, the target is paralyzed while poisoned in this way. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Triple Fireball. The espinas spews out three blighted fireballs in a 20-foot line that is 60-feet wide and 20-feet tall. Each creature in that area must make a DC 17 Dexterity or Constitution saving throw, taking 11 (2d10) fire damage plus 7 (2d6) poison damage, be poisoned for 1 minute, and ignites on a failed save, or half as much damage, doesn't burst into flames and isn't poisoned on a successful one. A creature in the radius of more than one fireball, makes its saving throw at disadvantage, but does not take any additional damage.

If the saving throw fails by 5 or more, the target is paralyzed while poisoned in this way. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The espinas can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The espinas regains spent legendary actions at the start of its turn.

Body Slam. The espinas leaps up and slams its body onto the ground. Each creature in a 5-foot radius around it must succeed on a DC 17 Strength saving throw or saving throw or be pushed 5 feet away and knocked prone.

Swerving Chomp. The espinas moves up to 10 feet in a straight line. It can then makes one Bite attack.

Tackle (Costs 2 Actions). The espinas moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the espinas moves through must succeed on a DC 17 Dexterity saving throw or take 15 (3d6 + 5) bludgeoning damage and be knocked prone.

Flying Blight Breath (Costs 2 Actions). The espinas spews a fireball at a point within 10-feet of it. Each creature in a 5-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw, taking 11 (2d10) fire damage plus 7 (2d6) poison damage. The espinas can then fly up to half its flying speed.

If the saving throw fails by 5 or more, the target is poisoned for 1 minute and ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Espinas

Challenge Rating 12 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-4	Espinas Shard	(A,W)
4-5	5-7	Espinas Cortex	(A,W)
—	8-13	Espinas Hardhorn	(A,W)
6-9	14-15	Espinas Toxic Blood	(A,W)
10-14	16-19	Espinas Lash	(A,W)
15-18	—	Espinas Surspike	(A,W)
19-20	20	Espinas Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Espinas Shard
While attuned to this armor, it grows numerous dull tip spines which rise and move when agitated or in danger.

Espinas Cortex
Heavy Sleeper. While attuned to this armor, you don't suffer any ill effects from sleeping in your armor. Additionally, when you are subjected to an effect that allows you to make a Strength or Dexterity saving throw to take only half damage, you can choose to make a Constitution saving throw and takes no damage if you succeed on the saving throw and only half damage if you fail, provided you are unconscious.

Espinas Hardhorn
While wearing this armor you have resistance to fire damage.

Espinas Toxic Blood
You have advantage on saving throws against being paralyzed and poisoned while you wear this armor.

Espinas Lash
Stamina Surge+2. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

Espinas Surspike
While you wear this armor, any creature that hits you with a melee attack takes 1d6 poison damage.

Espinas Mantle
While wearing this armor you have resistance to poison damage and you cannot be poisoned.

WEAPON MATERIAL EFFECTS

Espinas Shard
Protective Polish. This weapon is so finely constructed it never needs maintenance, cannot rust or tarnish, and deals an extra 1d6 weapon damage.

Espinas Cortex
While you are attuned to this weapon, you can use a bonus action to speak its command word and exhale a blighted fireball at a point within 30 feet of you. Each creature in a 5-foot-radius sphere of that point must make a DC 14 Dexterity saving throw, taking 3d6 fire damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. If the creature rolled a 1 on the saving throw, it is also paralyzed until the end of its next turn. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, this property cannot be used again until you finish a long rest.

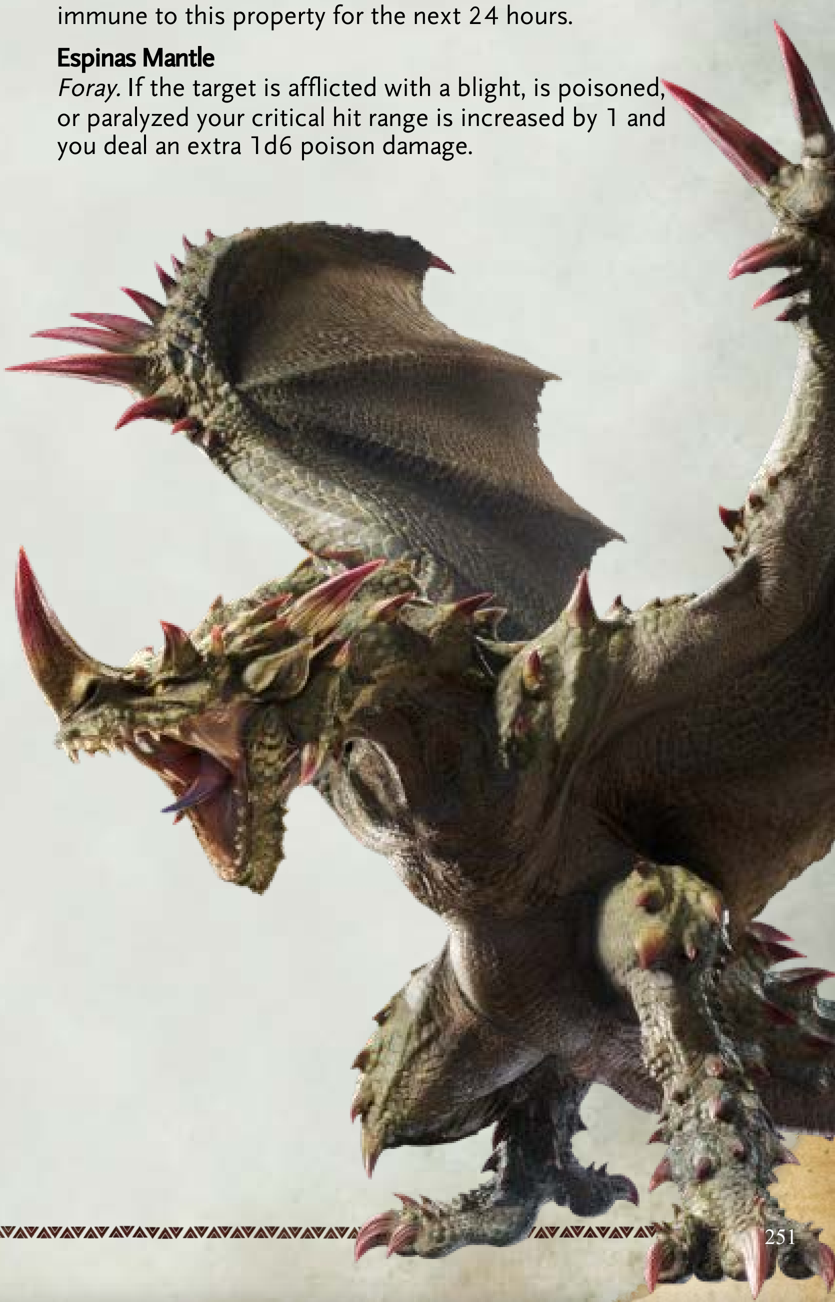
Espinas Hardhorn
Partbreaker+1. You deal an extra 1d6 damage when you critically hit with this weapon.

Espinas Toxic Blood
When you inflict the poisoned condition on a creature that has a duration of 1 minute or more, it must succeed on their Constitution saving throw one additional time to end the effect.

Espinas Lash
This weapon has 6 runes and regains 1d6 runes daily at dawn. You can use a bonus action to shoot a spark out of the weapon at a creature, up to 60 feet away. The targeted creature must make a DC 13 Constitution saving throw, or become burned for 1 minute. A burned creature takes 1d6 fire damage at the start of their turn.

Espinas Surspike
When a creature fails its saving throw against being poisoned by you by 5 or more it is also incapacitated and its movement speed is reduced to 0 until the end of its next turn. When the effect ends for it, the creature is immune to this property for the next 24 hours.

Espinas Mantle
Foray. If the target is afflicted with a blight, is poisoned, or paralyzed your critical hit range is increased by 1 and you deal an extra 1d6 poison damage.



Tempered Espinas

Huge wyvern (flying), unaligned

Armor Class 22 (natural armor)
Hit Points 203 (14d12 + 112)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	27 (+8)	10 (+0)	16 (+3)	19 (+4)

Saving Throws Dex +7, Con +14, Cha +10
Skills Perception +9
Damage Resistances lightning
Damage Immunities fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses passive Perception 19
Languages —
Challenge 18 (20,000 XP) **Proficiency** +6

Barbed Hide. At the start of each of its turns, the espinas deals 16 (3d10) poison damage to any creature grappling it.

Enrage (Recharges After a Short or Long Rest). When the espinas hit points drop below half of its maximum, it enrages for 1 minute. While enraged, the espinas AC is reduced by 2, its movement is increased by 10 feet, and it has advantage on melee attack rolls.

Heavy Sleeper+. The espinas gains a +5 bonus to its AC, while it is unconscious. Additionally, if the espinas is subjected to an effect that allows it to make a Strength or Dexterity saving throw to take only half damage, the espinas instead makes a Constitution saving throw and takes no damage if it succeeds on the saving throw and only half damage if it fails, provided the espinas is unconscious or it is the round immediately after it woke up.

Legendary Resistance (2/Day). If the espinas fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The espinas makes one Tail attack and one Bite attack.

Bite. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Horn. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. If the espinas moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 28 (8d6) piercing damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Tail. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Blight Breath (Recharge 5-6). The expinas use one of the following breaths attacks:

Giant Fireball. The espinas spews a large blighted fireball at a point within 150 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 22 Dexterity or Constitution saving throw, taking 27 (5d10) fire damage plus 14 (4d6) poison damage, be poisoned for 1 minute, and ignites on a failed save, or half as much damage, doesn't burst into flames and isn't poisoned on a successful one.

If the saving throw fails by 5 or more, the target is paralyzed while poisoned in this way. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Triple Fireball. The expinas spews out three blighted fireballs in a 20-foot line that is 60-feet wide and 20-feet tall. Each creature in that area must make a DC 22 Dexterity or Constitution saving throw, taking 16 (3d10) fire damage plus 10 (3d6) poison damage, be poisoned for 1 minute, and ignites on a failed save, or half as much damage, doesn't burst into flames and isn't poisoned on a successful one. A creature in the radius of more than one fireball, makes its saving throw at disadvantage, but does not take any additional damage.

If the saving throw fails by 5 or more, the target is paralyzed while poisoned in this way. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The espinas can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The espinas regains spent legendary actions at the start of its turn.

Body Slam. The espinas leaps up and slams its body onto the ground. Each creature in a 5-foot radius around it must succeed on a DC 20 Strength saving throw or saving throw or be pushed 5 feet away and knocked prone.

Swerving Chomp. The espinas moves up to 10 feet in a straight line. It can then makes one Bite attack.

Tackle (Costs 2 Actions). The espinas moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the espinas moves through must succeed on a DC 20 Dexterity saving throw or take 20 (4d6 + 6) bludgeoning damage and be knocked prone.

Flying Blight Breath (Costs 2 Actions). The espinas spews a fireball at a point within 10-feet of it. Each creature in a 5-foot-radius sphere centered on that point must make a DC 22 Dexterity saving throw, taking 16 (3d10) fire damage plus 10 (3d6) poison damage. The espinas can then fly up to half its flying speed.

If the saving throw fails by 5 or more, the target is poisoned for 1 minute and ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tempered Espinas

Challenge Rating 18 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-4	T.Espinas Shard	(A,W)
4-5	5-7	T.Espinas Cortex	(A,W)
—	8-13	T.Espinas Hardhorn	(A,W)
6-9	14-15	T.Espinas Toxic Blood	(A,W)
10-14	16-19	T.Espinas Lash	(A,W)
15-18	—	T.Espinas Surspike	(A,W)
19-20	20	T.Espinas Mantle	(A,W)

ARMOR MATERIAL EFFECTS

T.Espinas Shard
While attuned to this armor, it grows numerous dull tip spines which rise and move when agitated or in danger.

T.Espinas Cortex
Heavy Sleeper+. While attuned to this armor, you don't suffer any ill effects from sleeping in your armor. Additionally, when you are subjected to an effect that allows you to make a Strength or Dexterity saving throw to take only half damage, you can choose to make a Constitution saving throw and takes no damage if you succeed on the saving throw and only half damage if you fail, provided you are unconscious or it is the round immediately after you woke up.

T.Espinas Hardhorn
While wearing this armor you are immune to fire damage.

T.Espinas Toxic Blood
Wellness. While wearing this armor, you cannot be unwillingly put to sleep, poisoned, paralyzed, or stunned.

T.Espinas Lash
Adrenaline. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.

T.Espinas Surspike
While you wear this armor, any creature that hits you with a melee attack takes 1d8 poison damage.

T.Espinas Mantle
While wearing this armor you are immune to poison damage and you cannot be poisoned.

WEAPON MATERIAL EFFECTS

T.Espinas Shard
Protective Polish+. This weapon is so finely constructed it never needs maintenance, cannot rust or tarnish, and deals an extra 1d8 weapon damage.

T.Espinas Cortex
While you are attuned to this weapon, you can use a bonus action to speak its command word and exhale a blighted fireball at a point within 30 feet of you. Each creature in a 5-foot-radius sphere of that point must make a DC 16 Dexterity saving throw, taking 4d6 fire damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. If the creature rolled a 1 on the saving throw, it is also paralyzed until the end of its next turn. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, this property cannot be used again until you finish a long rest.

T.Espinas Hardhorn *(Ranged Weapon Only)*
Bonus Shot. When you take the attack action, you can make one additional attack with this weapon as a bonus action.

T.Espinas Toxic Blood
When you inflict the poisoned condition on a creature that has a duration of 1 minute or more, it must succeed on their Constitution saving throw one additional time to end the effect.

T.Espinas Lash
Agitator. Your weapon attacks critical hit range is increased by 1 and your weapon deals an extra 1d6 weapon damage. *(This material counts as both a critical eye material and a "your weapon deals an extra damage material")*

T.Espinas Surspike
When a creature fails its saving throw against being poisoned by you by 5 or more it is paralyzed until the end of its next turn. When the effect ends for it, the creature is immune to this property for the next 24 hours.

T.Espinas Mantle
Foray+. If the target is afflicted with a blight, is poisoned, or paralyzed your critical hit range is increased by 1 and you deal an extra 2d6 poison damage.

Flaming Espinas

The flaming espinas has all the adaptations of its green counterpart, though a few key differences. It gets the title, Brown Thorn Wyvern, from its color. Unlike its cousin's poisons, the poison produced by flaming espinas is much deadlier from its acidic nature, thanks to the sulfur found in its body mixed into the poison. The acid that flaming espinas produces is said to corrode armor in a single touch. The thorns on it, wither all plants it touches. Two sticks from these thorns and prey will never wake up again! This poison can kill up to a thousand velociprey in near minutes! Or so I have heard. The biggest difference that flaming espinas has is its ability to charge up its attacks. By charging up its attacks, it is able to kill prey with a single powerful blow.

Similarly to the common espinas, it is a docile and passive wyvern which will only attack when provoked. It sleeps for much of the day, and is usually encountered in this state. The flaming espinas is known to inhabit the Tower and Forlorn Arena, where it resides in solitude at the very top. In addition, it can be found in gorges, ancient ruins, and in great forests.

Flaming Espinas

Huge wyvern (flying), unaligned

Armor Class 21 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	10 (+0)	13 (+1)	19 (+4)

Saving Throws Dex +6, Con +10
Skills Perception +6
Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses passive Perception 16
Languages —
Challenge 15 (13,000 XP) **Proficiency** +5

Barbed Hide. At the start of each of its turns, the espinas deals 11 (2d10) acid damage to any creature grappling it.

Heavy Sleeper+. The espinas gains a +5 bonus to its AC, while it is unconscious. Additionally, if the espinas is subjected to an effect that allows it to make a Strength or Dexterity saving throw to take only half damage, the espinas instead makes a Constitution saving throw and takes no damage if it succeeds on the saving throw and only half damage if it fails, provided the espinas is unconscious or it is the round immediately after it woke up.

Actions

Multiattack. The espinas makes one Tail attack and one Bite attack.

Bite. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Horn. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the espinas moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 28 (8d6) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Tail. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Blight Breath (Recharge 5-6). The expinas use one of the following breaths attacks:

Giant Fireball. The espinas spews a large blighted fireball at a point within 150 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity or Constitution saving throw, taking 16 (3d10) fire damage plus 10 (3d6) acid damage be poisoned for 1 minute, and ignites on a failed save, or half as much damage, doesn't burst into flames and isn't poisoned on a successful one.

If the saving throw fails by 5 or more, creatures have advantage on attack rolls against the target while poisoned in this way. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Triple Fireball. The expinas spews out three blighted fireballs in a 20-foot line that is 60-feet wide and 20-feet tall. Each creature in that area must make a DC 18 Dexterity or Constitution saving throw, taking 11 (2d10) fire damage plus 7 (2d6) acid damage, be poisoned for 1 minute, and ignites on a failed save, or half as much damage, doesn't burst into flames and isn't poisoned on a successful one. A creature in the radius of more than one fireball, makes its saving throw at disadvantage, but does not take any additional damage.

If the saving throw fails by 5 or more, creatures have advantage on attack rolls against the target while poisoned in this way. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fiery Finale (Recharge 6). If the espinas used Waddle since the end of its last turn, it can use this action to create a massive explosion around it. Each creature within 20-feet of the espinas must make a DC 18 Dexterity saving throw, taking taking 44 (8d10) fire damage plus 17 (5d6) acid damage, be poisoned for 1 minute, and ignites on a failed save, or half as much damage, doesn't burst into flames and isn't poisoned on a successful one.

If the saving throw fails by 5 or more, creatures have advantage on attack rolls against the target while poisoned in this way. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

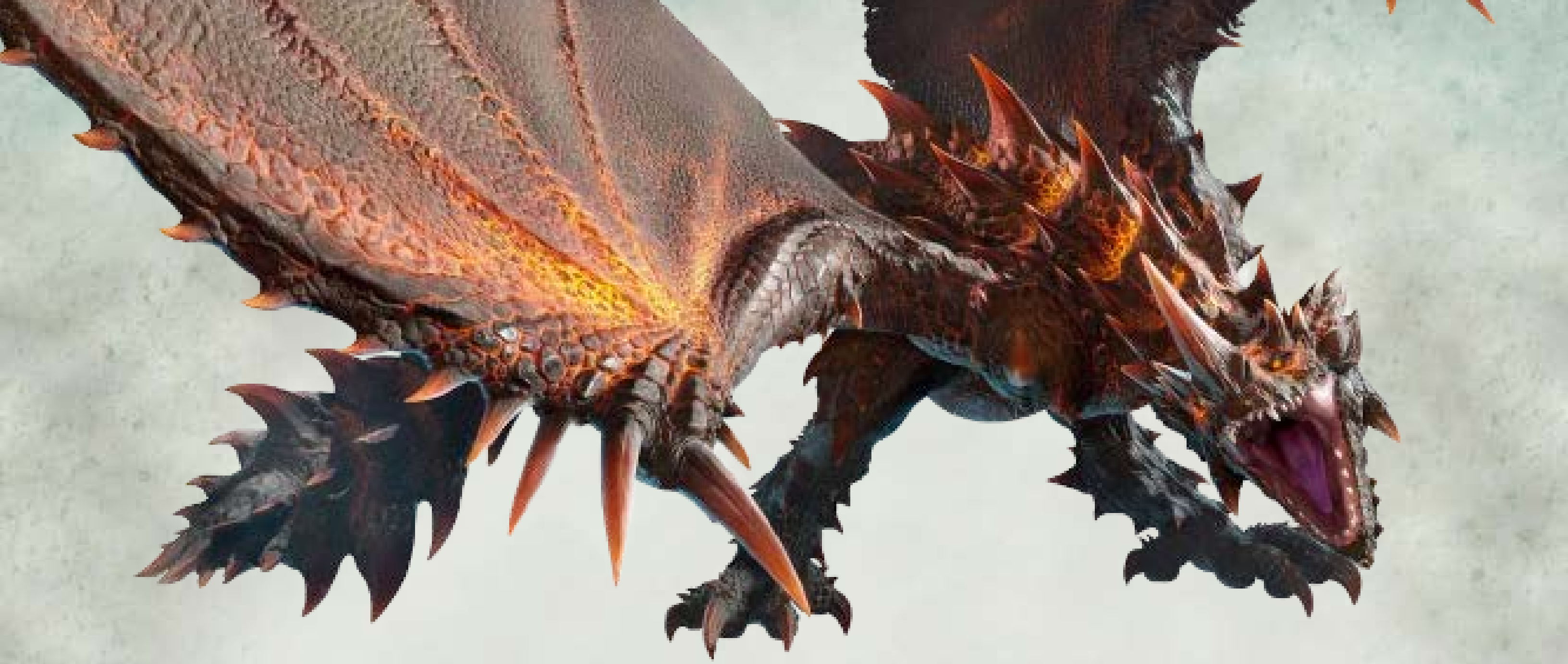
Legendary Actions

The espinas can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The espinas regains spent legendary actions at the start of its turn.

Body Slam. The espinas leaps up and slams its body onto the ground. Each creature in a 5-foot radius around it must succeed on a DC 18 Strength saving throw or saving throw or be pushed 5 feet away and knocked prone.

Swerving Chomp. The espinas moves up to 10 feet in a straight line. It can then makes one Bite attack.

Waddle (Costs 3 Actions). The Espinas moves up to half its movement speed while charging up its fiery breath. It can only use this legendary action immediately after the creature's turn that goes after it in the initiative order.



Flaming Espinas

Challenge Rating 15 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-4	Flaming Espinas Shard	(A,W)
4-5	5-7	Flaming Espinas Cortex	(A,W)
—	8-13	Flaming Espinas Hardhorn	(A,W)
6-9	14-15	Flaming Espinas Sulfur	(A,W)
10-14	16-19	Flaming Espinas Lash	(A,W)
15-18	—	Flaming Espinas Surspike	(A,W)
19-20	20	Flaming Espinas Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Flaming Espinas Shard
While attuned to this armor, it grows numerous dull tip spines which rise and move when agitated or in danger.

Flaming Espinas Cortex
Heavy Sleeper. While attuned to this armor, you don't suffer any ill effects from sleeping in your armor. Additionally, when you are subjected to an effect that allows you to make a Strength or Dexterity saving throw to take only half damage, you can choose to make a Constitution saving throw and takes no damage if you succeed on the saving throw and only half damage if you fail, provided you are unconscious.

Flaming Espinas Hardhorn
You have resistance to cold damage while you wear this armor.

Flaming Espinas Sulfur
Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Flaming Espinas Lash
You are immune to fire damage while you wear this armor.

Flaming Espinas Surspike
While you wear this armor, any creature that hits you with a melee attack takes 1d6 acid damage.

Flaming Espinas Mantle
Intrepid Heart. When you score a critical hit against a creature, you have resistance against the next attack that hits you, and the attacker takes 1d10 fire damage if it is within 5 feet of you.

WEAPON MATERIAL EFFECTS

Flaming Espinas Shard
Protective Polish. This weapon is so finely constructed it never needs maintenance, cannot rust or tarnish, and deals an extra 1d6 weapon damage.

Flaming Espinas Cortex
FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charges, spirit, or phial charges.

Flaming Espinas Hardhorn
Partbreaker+1. You deal an extra 1d6 damage when you critically hit with this weapon.

Flaming Espinas Sulfur
Ammo Saver+. When you make a ranged weapon attack and roll a 15 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).

Flaming Espinas Lash
This weapon has 6 runes and regains 1d6 runes daily at dawn. You can use a bonus action to shoot a spark out of the weapon at a creature, up to 60 feet away. The targeted creature must make a DC 13 Constitution saving throw, or become burned for 1 minute. A burned creature takes 1d6 fire damage at the start of their turn.

Flaming Espinas Surspike *(Bladed Weapon Only)*
Razor Sharp+. Once per turn, when you hit a creature with this weapon, anytime it would regain hit points before the end of its next turn, it regains half as many. If this attack is a critical hit, the target can't regain hit points until the end of its next turn. Additionally, if the creature is afflicted with a wound, such as the odogaron's bloody wound, it can only be closed by magical healing for 1 minute.

Flaming spinas Mantle
Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

Giggi

The larvae form of Gigginox, Giggi are a Flying Wyvern related to the Khezu. Spawning from large, organic globules (Giggi Sacs) in dark caves, they exhibit unique behavior. When the torch is drawn, they retreat in fear; however, when the torch is extinguished, they slowly follow adventurers and latch onto them, constantly draining "blood". and must be "shaken" off.

Giggi are very low in the food chain while they're still young. Giggi feed on the blood of other large species in order to survive but are preyed upon by some smaller predators. In the Tundra, they are hunted by Baggi packs. However, when a Giggi fully matures into a Gigginox, the tables are turned, and the hunters soon become the hunted. When they make it to a certain size, they will cocoon themselves by using a thread from their mouth to make a cocoon. These cocoons can rarely be seen in caves.

Giggi aren't very aggressive though they are quite gluttonous. Once they see a potential prey item, they'll chase it down and attempt to attach themselves to the creature.

Giggi

Tiny wyvern (flying), unaligned

Armor Class 8 (natural armor)
Hit Points 32 (5d4 + 20)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	2 (-4)

Skills Stealth +0
Damage Vulnerabilities fire
Senses blindsight 60 Ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Actions

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 2 (1d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the giggi regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Poison Spit. *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. *Hit:* 3 (1d6) poison damage.

Bonus Actions

Leech. Immediately after the giggi hits a target with its Bite attack, it can attach itself to a creature (escape DC 10). At the start of the giggi's turn, the creature it is attached to loses 5 (2d4) hit points and the giggi regains hit points equal to that amount.

Giggi

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-13	Giggi Stinger	(A,W)
14-17	Velvety Hide	(A)
18-20	Monster Fluid	(O)

ARMOR MATERIAL EFFECTS

Giggi Stinger
Entomologist. When you capture an insect with a bug net, you instead catch two.

Velvety Hide
You can set pitfall traps or shock traps as a bonus action while you wear this armor.

WEAPON MATERIAL EFFECTS

Giggi Stinger
When you hit a creature with this weapon, it must succeed on a DC 10 Constitution saving throw or become poisoned until the end of its next turn.

OTHER MATERIAL EFFECTS

Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

Gigginox

The Gigginox is a Flying Wyvern that is the adult form of the Giggi. Gigginox's closest relative is Khezu. They are blind, cave-dwelling Wyverns. However, they do not sense prey by smell; instead, Gigginox have a special organ that can detect the body heat of their prey. Also similar to the Khezu is the Gigginox's elastic neck and tail, which can stretch out to twice their length in an attempt to attack the hunter. Their top skin is grey-white, and their under-skin is dark red. Gigginox have a circular, leech-like maw, which contains many sharp teeth. They can spit poison or release it as a form of gas from pores under their body. Gigginox can lay gelatinous globs, called Giggi Sacs, that spawn young Giggi.

The Gigginox is highly territorial, staking out a cavern or other such area to lay its eggs. During the day, they sleep much longer than most other monsters in the area but at night they become truly active.

They will spend some time awake during the day but if they instantly sense potential prey in the area, they will actively stalk the creature in the caves. Despite a Gigginox's looks, they are considered to be quite intelligent compared to some other Flying Wyverns. Gigginox even save food in their caves.

Gigginox

Large wyvern (flying), unaligned

Armor Class 17 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft., fly 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	13 (+1)

Skills Perception +5
Damage Immunities cold, lightning
Condition Immunities blinded, charmed, poisoned
Senses blindsight 60 ft., passive Perception 15
Languages —
Challenge 10 (5,900 XP) **Proficiency** +4

Keen Sight. The gigginox has advantage on Wisdom (Perception) checks that rely on sight.

Standing Leap. The gigginox's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The gigginox makes two Bite attacks and two Tail attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) poison damage.

Poison Gas. (Recharge 5-6). The gigginox releases a poisonous gas in a 10-foot radius around it. Each creature in that area must make a DC 17 Constitution saving throw, taking 44 (8d10) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one.

Lay Eggs (3/day). The gigginox lays a gelatinous glob that spawns 2 (1d4) giggi at the start of its turn. The giggi's initiative is right after the gigginox. The egg sac can be attacked and destroyed (AC 12; hp 20; immunity to bludgeoning, cold, lightning, and psychic damage).

Reactions

Poisonous Retreat. Immediately after being hit by a melee attack, the gigginox leaps 15 feet backwards and spraying poisonous spores at the attacker. The attacker must make a DC 17 Constitution saving throw or be poisoned until the end of its next turn.

Gigginox

Challenge Rating 10 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Gigginox Hide	(A,W)
8-11	4-10	Uncanny Hide	(A,W)
12-13	11-15	Gigginox Talon	(A,W)
14-15	16-18	Fearsome Maw	(A,W)
16-20	19-20	Foul Venom Gland	(A,W)

ARMOR MATERIAL EFFECTS

Gigginox Hide *(Cleric, Druid, Paladin, & Ranger Only)*
While attuned to this armor, you can cast the *protection from poison* spell once a day, without expending a spell slot or having it prepared.

Uncanny Hide
You have advantage on saving throws against poison and the poisoned condition while you wear this armor.

Gigginox Talon
Wall Runner. You have a climbing speed equal to your walking speed while you wear this armor.

Fearsome Maw
While wearing this armor, you can breathe normally in any Environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

Foul Venom Gland
You have resistance to poison damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Gigginox Hide
Abnormal Status Atk up (S). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.

Uncanny Hide
While you hold this weapon, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Gigginox Talon
Your poison spell deal an extra 1d4 poison damage.

Fearsome Maw
You can use an action to speak the command word and regain one expended spell slot of up to 3rd level. Once you have used this effect, it can't be used again until the next dawn.

Foul Venom Gland
Your weapon deals an extra 1d6 poison damage.

Chaotic Gigginox

The chaotic gigginox is created when a regular gigginox's metamorphosis into a baleful gigginox is interrupted, creating a hybrid between the two. The chaotic gigginox is a CR 14 version of the CR 10 gigginox and has the both poison and lightning elements. Its appearance is much the same as both gigginox, but its head and most of its back are a golden yellow, while its tail and wings still maintain most of the gigginox's original color. It is an unstable, yet powerful monster, whose life span is only a few short years due to the complications on how it is created.

Chaotic Gigginox

Large wyvern (flying), unaligned

Armor Class 18 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 30 ft., fly 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	23 (+6)	16 (+3)	13 (+1)	13 (+1)

Saving Throws Dex +8, Con +11, Int +8
Skills Perception +6
Damage Resistances lightning
Damage Immunities poison
Condition Immunities blinded, charmed, paralyzed, poisoned
Senses blindsight 60 ft., passive Perception 16
Languages —
Challenge 14 (11,500 XP) **Proficiency** +5

Keen Sight. The gigginox has advantage on Wisdom (Perception) checks that rely on sight.

Lightning Aura. At the start of each of the gigginox's turns, each creature within 5 feet of it takes 7 (2d6) lightning damage. A creature that touches the gigginox or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

Standing Leap. The gigginox's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The gigginox makes three melee weapon attacks. It can replace up to one of these attacks with its Lightning Orb attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) lightning damage.

Lightning Orb. *Ranged Weapon Attack.* +9 to hit, reach 60/240 ft., one target. *Hit:* 14 (4d6) lightning damage and the target must make a DC 19 Constitution saving throw or become paralyzed until the end of its next turn.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) poison damage.

Poison Gas (Recharge 5-6). The gigginox releases a poisonous gas from its underside. Each creatures with 10 feet of the gigginox must make a DC 19 Constitution saving throw, taking 44 (8d10) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Reactions

Poisonous Retreat. Immediately after being hit by a melee attack, the gigginox leaps 15 feet backwards and spraying poisonous spores at the attacker. The attacker must make a DC 19 Constitution saving throw or be poisoned until the end of its next turn. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way.

Legendary Actions

The gigginox can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The gigginox regains spent legendary actions at the start of its turn.

Detect. The gigginox makes a Wisdom (Perception) Check.

Jump. The gigginox jumps 15 feet away from a creature that is within 15 feet of it without provoking opportunity attacks.

Attack (Costs 2 Actions). The gigginox makes one attack with its Bite, Tail, or Lightning Orb.

Lay Egg (Costs 2 Actions). The gigginox lays a gelatinous glob that spawns 2 (1d4) giggi at the start of its turn. The giggi's initiative is immediately after the gigginox. The egg sac can be attacked and destroyed (AC 12; hp 20; immunity to bludgeoning, poison, psychic and lightning damage).

A creature that has a giggi attached to it that was hatched from this egg sac must make a DC 12 Constitution saving throw at the start of each of its turns. On a failed save, the creature is paralyzed until the start of its next turn.

Proximity Mine (Costs 2 Actions). The gigginox vomits up a gelatinous glob that has a similar appearance to the eggs it lays. The mine can be attacked and destroyed (AC 12; hp 20; immunity to bludgeoning, poison, psychic, and lightning damage). When it is destroyed, or when a creature that isn't a giggi or gigginox enters a space within 5 feet of it explodes. Each creature and object in a 10-foot area around the mine must make a DC 19 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

Chaotic Gigginox

Challenge Rating 14 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	C.Gigginox Hide	(A,W)
8-11	4-10	Chaotic Hide	(A,W)
12-13	11-15	C.Gigginox Hardtalon	(A,W)
14-15	16-18	Shocking Maw	(A,W)
16-20	19-20	Noxious Venom Gland	(A,W)

ARMOR MATERIAL EFFECTS

C.Gigginox Hide *(Cleric, Druid, Paladin, & Ranger Only)*
While attuned to this armor, you can cast the *protection from poison* spell once a day, without expending a spell slot or having it prepared. Additionally when you cast this spell on a creature, it has advantage on saving throws against being paralyzed and it has resistance to lightning damage.

Chaotic Hide
You have advantage on saving throws against being paralyzed or poisoned while you wear this armor.

C.Gigginox Hardtalon
While wearing this armor, you can breathe normally in any Environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

Shocking Maw
You have resistance to poison and lightning damage while you wear this armor.

Noxious Venom Gland
When you are hit by a melee weapon attack, you can use your reaction to leap 15 feet in a straight line away from the attacker without provoking opportunity attacks. During this leap you spray poisonous gas at the attacker who must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

C.Gigginox Hide
Abnormal Status Atk up (M). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

Chaotic Hide
When you cast a spell that deals poison or lightning damage, you can increase your spell attack roll or spell save DC by 2.

C.Gigginox Hardtalon
Your weapon deals an extra 1d8 poison damage.

Shocking Maw
This weapon has 4 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 16 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature can repeat its saving throw at the end of its turns, ending the effect on a success. The weapon regains 1d4 expended runes daily at dawn.

Noxious Venom Gland
When you inflict the poisoned condition on a creature that has a duration of 1 minute or more, it must succeed on its Constitution saving throw one additional time to end the effect.

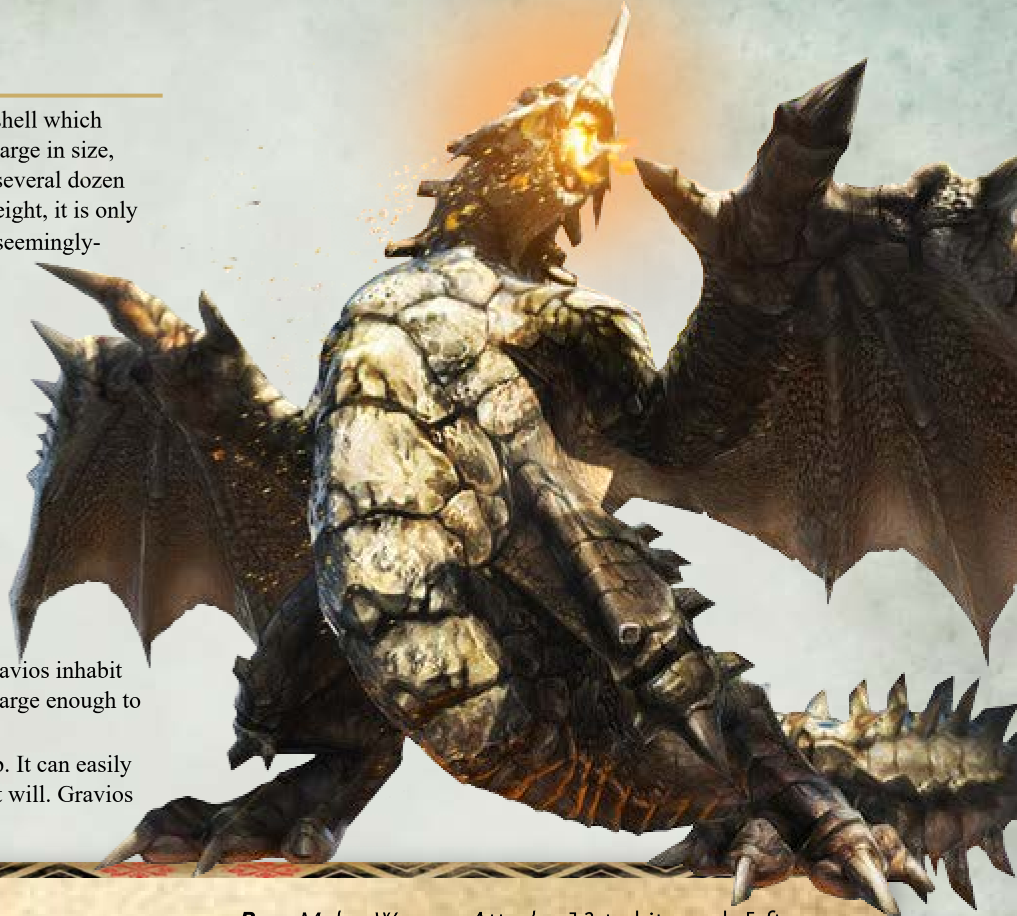
Gravios

Gravios is covered in a dense, stone-like armored shell which protects its body from physical damage. It is very large in size, towering over most other wyverns and measuring several dozen feet in length. Because of its size and incredible weight, it is only capable of limited flight, despite having large and seemingly-developed wings. It has a thick tail with a mace-like club at the end.

Gaps in the Gravios underside expel a knockout gas potent enough to put many monsters to sleep. It seems to have lost its poisoning ability. This gas is produced inside the Gravios body. Furthermore, these defense mechanisms may be used to deter would-be predators, although there would be few monsters able to penetrate the Gravios shell. Gravios can also expel flammable gas as a waste product of its 'heat beam', and of its diet.

Gravios is relatively docile until provoked. Like most wyverns, it is fiercely territorial. The Gravios inhabit large areas of the Volcano, where it is sufficiently large enough to incubate and raise its juvenile Basarios.

Gravios can be found in the Volcano and Swamp. It can easily withstand the heat of molten lava, and traverse it at will. Gravios eat rocks and minerals for nutrients.



Gravios

Gargantuan wyvern (flying), unaligned

Armor Class 22 (natural armor)
Hit Points 175 (10d20 + 70)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	24 (+7)	11 (0)	12 (+1)	9 (-1)

Saving Throws Con +12, Wis +6
Damage Resistances cold, lightning; piercing and slashing from magical attacks; bludgeoning from nonmagical attacks
Damage Immunities fire; piercing and slashing from nonmagical attacks
Senses passive Perception 11
Languages —
Challenge 15 (13,000 XP) **Proficiency** +5

Trampling Charge. If the gravios moves at least 20 feet straight toward a creature and then hits it with a Ram attack on the same turn, that target must succeed on a DC 21 Strength saving throw or be knocked prone. If the target is prone, the gravios can make one Body Slam attack against it as a bonus action.

Actions

Body Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Ram. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Heat Beam (Recharge 5-6). The gravios exhales fire in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Gas (3/day). The gravios releases a sleeping gas from its underside. Each creature within 15 feet of the gravios must make a DC 20 Constitution saving throw or fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Legendary Actions

The gravios can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gravios regains spent legendary actions at the start of its turn.

Move. The gravios moves up to half its speed.

Tail. The gravios makes a Tail attack.

Quake (Costs 2 Actions). The gravios flies 15 feet into the air without provoking opportunity attacks before crashing back to the ground. Each creature on the ground within 30 feet of the gravios must succeed on a DC 21 Strength saving throw or be knocked prone.

Gravios

Challenge Rating 15 **Carves/Capture** 4

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Gravios Carapace	(A,W)
7-8	5-8	Gravios Shell	(A,W)
9	9-12	Inferno Sac	(A,W)
10	13-14	G.Sleep Sac	(A,W,O)
11	15-18	Gravios Scalp	(A,W)
12-17	19	Gravios Wing	(A,W)
18	—	Gravios Medulla	(A,W)
19	—	Gravios Gem	(A,W)
20	20	Firecell Stone	(A,W)

ARMOR MATERIAL EFFECTS

Gravios Carapace
Fortitude. You have advantage on survival skill checks to track, forage, or travel while you are attuned to this armor.

Gravios Shell
While you are attuned to this armor, you can use an action to speak its command word and summon a campfire with blue flames. The fire burns for 24 hours, until it is extinguished, or until you summon another fire in this way.

Inferno Sac *(Cleric, Druid, Ranger, Sorcerer, & Wizard)*
While attuned to this weapon you can use an action to cast the *protection from energy (fire only)* spell from it three times per day, without expending a spell slot.

G.Sleep Sac
While you wear this armor, you can use an action to release sleeping gas in a 10-foot radius around you. Each creature in that area must make a DC 13 Constitution saving throw or it falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you cannot use it again until you finish a long rest.

Gravios Scalp *(Cleric & paladin Only)*
When you regain hit points from a spell while attuned to this armor, increase the regained amount by half your Cleric or paladin level.

Gravios Wing
While you're wearing this armor, any critical hit against you becomes a normal hit.

Gravios Medulla
You have resistance to fire damage while you wear this armor.

Gravios Gem
You have a +1 bonus to your AC while you wear this armor.

Firecell Stone
Shield+. While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +2 bonus to your AC until the start of your next turn.

WEAPON MATERIAL EFFECTS

Gravios Carapace
Partbreaker+1. You deal an extra 1d6 damage when you critically hit with this weapon.

Gravios Shell *(Barbarian Only)*
After you make a weapon attack while attacking recklessly with this weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target that is within range of this weapon. You can use this property once per turn.

Inferno Sac
Your weapon deals an extra 1d8 fire damage.

G.Sleep Sac
When you cast the *sleep* spell while holding this weapon, you double the amount of dice rolled.

Gravios Scalp *(Paladin Only)*
Whenever you restore a creature's hit points with your Lay on Hands feature, it gains temporary hit points equal to the amount healed until the start of your next turn.

Gravios Wing
When you hit a Huge or smaller creature with this weapon, it must succeed on a DC 15 Strength check or be pushed back 5 feet.

Gravios Medulla *(Bow Only)*
Bow Charge Plus+. While attuned to this weapon, you can use your dragonpiercer two additional times between rests and it recharges after a Short or Long rest.

Gravios Gem
Load Up+. While attuned to this weapon, you increase the maximum capacity for all your ammo by 2.

Firecell Stone
While you are attuned to this weapon, you can use an action to gain the same benefits as a potion of fire giants strength for 10 minutes. Once you use this property, you cannot use it again for 1 week.

OTHER MATERIAL EFFECTS

G.Sleep Sac
A Material that replaces the sleep herb when crafting tranq bombs or tranq ammo. (100 uses).

Khezu

Khezu are large, pale wyverns with a flabby, rubbery hide which they constantly keep damp, similar to that of an amphibian. Many of their blood vessels and veins can be seen through their pale skin. Their tail features a specialized orifice which bonds to the ground during electrical attacks and helps them cling onto cave ceilings. Their mouth features rows of sharp teeth. khezu feet lack claws, and instead have suction pad-like toes to assist them in climbing and hanging from cave walls and ceilings. Spending most of their lives in the dark, their eyes have regressed greatly, though they make up for this with a superb sense of smell. A layer of fat helps to keep them warm and prolong the time they can spend hunting for food. khezu have an extendable neck which allows them to grasp and ambush prey from afar, such as from a cave ceiling. khezu are hermaphrodites, which means an individual is both male and female. To reproduce they paralyze a creature and inject their young, known as Whelps. The Whelps grow inside their victim until it dies, or when they are strong enough to leave.

Although Khezu are cave dwellers, they go out when they please, or when food inside grows too scarce. While khezu outside a cave are vulnerable to larger wyverns like tigrex, inside caves khezu have the advantage. In addition to being unhampered by the dark, they can cling to the ceiling and attack from above.

A Khezu's habitat is often located near active sources of water; some sources claim this is because the water is excellent for conducting electricity into their prey, while others speculate that Khezu may need the dampness for their moist skin. Such areas include swamps and oceanside caves.

Khezu

Large wyvern (flying), unaligned

Armor Class 17 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft., fly 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	21 (+5)	5 (-3)	11 (+0)	1 (-5)

Skills Perception +4
Damage Resistances acid, cold, fire, necrotic, thunder
Damage Immunities lightning
Condition Immunities blind, charmed, paralyzed
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14
Languages —
Challenge 10 (5,900 XP) **Proficiency** +4

Blind Senses. The khezu can't use its blindsight while deafened and unable to smell. If it can't use one of them, its blindsight is reduced by 60 feet.

Electric Barrier. The khezu shrouds its body in electricity. Each creature that ends its turn within 5 feet of the khezu takes 16 (3d10) lightning damage.

Keen Hearing and Smell. The khezu has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Standing Leap. The khezu's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The khezu makes three Lightning Ball attacks or it uses Electric Current then makes two Bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Lightning ball. *Ranged Weapon Attack.* +10 to hit, reach 60/100 ft., one target. *Hit:* 14 (4d6) lightning damage and the target must make a DC 17 Constitution saving throw or become paralyzed until the end of its next turn.

Deadly Leap. If the khezu jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 11 (2d6 + 4) bludgeoning damage plus 11 (2d6 + 4) lightning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the khezu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the khezu's space.

Electric Current. The khezu releases a jolt of electricity all around it. Each creature within 5 feet of it must make a DC 17 Constitution saving throw or be paralyzed until the end of its next turn.

Khezu

Challenge Rating 10 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-9	1-6	Flabby Hide	(A,W)
10-16	7-14	Pale Extract	(A,W,O)
17-19	15-18	Electro Sac	(A,W)
20	19-20	Pale Bone	(A,W)

ARMOR MATERIAL EFFECTS

Flabby Hide
While you wear this armor, you gain 2 additional hit points whenever you regain hit points by magical or non-magical means, except when spending hit dice.

Pale Extract
Recovery Level. Whenever you suffer an effect that deals damage to you at the start of your turn your armor flashes white and ends the effect. This could include such effects as a bleeding wound, acid or poison that continues to damage you over time, being set on fire, etc. This armor has no effect on environmental effects, damage that you take from being in a given location or spell's area of effect or similar damage sources.

Electro Sac
While wearing this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Pale Bone
You have resistance to lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Flabby Hide
As an action you shroud your body in electricity for 1 minute. Any creature that ends its turn within 5 feet of you takes 1d4 lightning damage. Once you use this property you can't use it again until you finish a short or long rest.

Pale Extract
While you are holding this weapon, you can use an action to release a jolt of electricity in a 5-foot radius around you. Each creature in that area must succeed on a DC 13 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 until the end of its next turn. You can use this property a number of times equal to 1/2 your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

Electro Sac
Your weapon deals an extra 1d6 lightning damage.

Pale Bone
While you are attuned to this weapon you can use an action to create a thunderous sound in a 20-foot cone in front of you. Each creature in that area must succeed on a DC 15 Constitution saving throw, or be stunned until the end of its next turn. On a successful save, the creature is deafened until the end of its next turn. Once you use this property, you cannot use it again until you finish a long rest.

OTHER MATERIAL EFFECTS

Pale Extract
A material used for crafting Mega Demondrug & Mega Armorskin.

Legiana

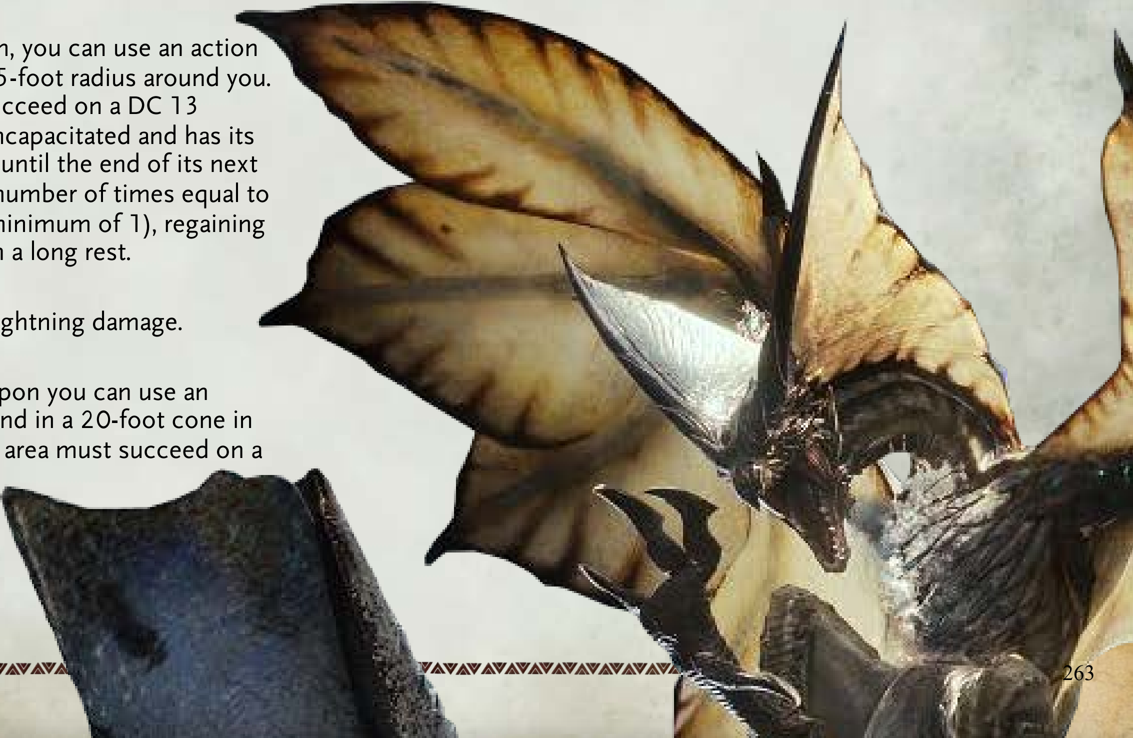
Legiana is a slim, primarily beige-coloured Flying Wyvern characterised by its leaf-like wingtips and striped skin patterns. Legiana's head is topped with a pair of antenna-like fins which are attached via a thin membrane to the back of its neck. It has bright yellow eyes and powerful legs ending in piercing talons. Its face, tail, feet, and wingtips are a dark navy blue, and its body is covered in striped patterns of the same colour. The ends of its wings are separated into four distinct flaps which overlap each other when folded. Legiana has star-like shapes on the back of its wings. Its back is also dark blue.

Legiana is able to emit a chilling wind from its body, which dulls its prey's ability to escape. It flies with extreme precision and agility, using its talons to grab its prey straight out of the air. Its legs are strong enough to throw even medium-sized monsters such as Paolumu considerable distances once they are in its grasp.

Disease: Iceblight

A creature who is afflicted with iceblight is chilled to the bone.

- The creature can't use reactions.
- Its speed is halved.
- It can't make more than one attack on its turn.



Legiana

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con+11, Wis +6, Cha +6
Skills Acrobatics +11, Perception +11
Damage Resistances acid
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 21
Languages —
Challenge 13 (10,000 XP) **Proficiency** +5

Flyby. The legiana doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Frost. A creature that starts its turn or moves into an area covered in frost must make a DC 19 Constitution saving throw or be diseased with iceblight for 1 minute.

Legendary Resistance (3/Day). If the legiana fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The legiana makes one bite attack, one talons attack, and one tail attack.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 7 (2d6) cold damage and the legiana leaves a layer of frost in an area that is 10 feet long and 15 feet wide centered on the target or 30 feet long and 5 feet wide originating from the legiana. The frost remains until the start of the legiana's next turn.

Talons. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage and the target is grappled (Escape DC 16).

Corkscrew (Recharge 5-6). The legiana moves up to half of its fly speed in a straight line, covering the ground below it in frost for 1 minute. During this move, it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the legiana moves through must make a DC 19 Dexterity saving throw, taking 28 (8d6) bludgeoning damage plus 10 (3d6) cold damage and be knocked prone on a failed save, or half as much damage, isn't knocked prone, and is pushed 5 feet out of the legiana's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the legiana's space.

Legiana

Challenge Rating 13 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-5	Legiana Hide	(A,W)
5-8	6-9	Legiana Scale	(A,W)
9-12	10-12	Legiana Claw	(W)
13-15	13-14	Legiana Wing	(A,W)
16-18	15-17	Frost Sac	(A,W)
19	18-19	Legiana Plate	(A,W)
20	20	Legiana Gem	(A)

ARMOR MATERIAL EFFECTS

Legiana Hide
Airborne. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Legiana Scale *(Druid, Sorcerer, Warlock, & Wizard Only)*
While attuned to this armor you can cast the *wall of ice* spell three times per day, without expending a spell slot.

Legiana Wing
Wind Resist. You and your equipment suffer no ill effects from Strong Winds (DMG p.110) while you wear this armor.

Frost Sac
You have resistance to cold damage while you wear this armor.

Legiana Plate
Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

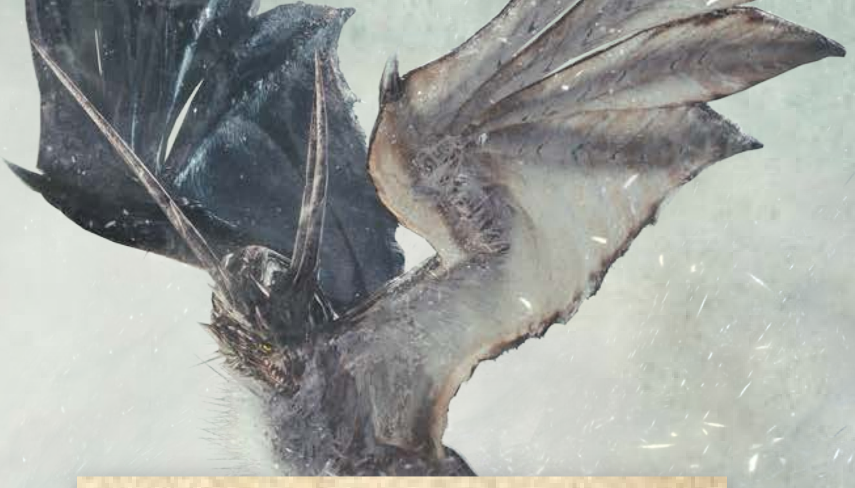
Legiana Gem
Good Luck. While you are attuned to this armor, you have one luck point that you regain daily at dawn. You can use this point as if you had the Lucky feat.

WEAPON MATERIAL EFFECTS

Legiana Hide
This weapon has a reservoir of ice magic that can freeze the ground for up to 1 minute. While holding this weapon, you can use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 10-foot radius of this weapon becomes difficult terrain. This weapon recharges 3d6 seconds of energy to the weapon's reservoir daily at dawn.

Legiana Scale
While holding this weapon, you can use an action to cause thick, opaque poison to coat the blade of a melee weapon that deals slashing or piercing damage. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 cold damage and become poisoned with iceblight for 1 minute. This effect can't be used this way again until the next dawn.

Legiana Claw
Your weapon deals an extra 1d6 cold damage.



Legiana Wing
Critical Draw+. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 15 or higher.

Frost Sac
You gain a + 1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals cold damage, such as the *ice knife* or *snilloc's snowball swarm* spell.

Legiana Plate
Your weapon deals an extra 1d8 cold damage.

Shrieking Legiana

Shrieking legiana are structurally the same as their regular counterparts, but have black coloration instead of blue and their chest, tail, and wing patterns are encrusted with spiky ice.

Shrieking legiana's manipulation of ice improved further as a result of adapting to the Hoarfrost Reach. For defensive purposes, it has the ability to coat itself in a layer of ice while remaining as agile as its coral highlands cousin. Offensively, It specializes in freezing prey with the powerful chill it emits, swooping down to strike them from overhead and many of their attacks cover large areas with ice spikes or frost.

As with their cousins, the shrieking legiana are intensely territorial and will attack whatever ventures into their territory.

Shrieking Legiana

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +7, Con+12, Wis +7, Cha +7
Skills Acrobatics +13, Perception +13
Damage Resistances acid
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 23
Languages —
Challenge 17 (18,000 XP) **Proficiency** +6

Flyby. The legiana doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Frost. A creature that starts its turn or moves into an area covered in frost must make a DC 20 Constitution saving throw or be diseased with iceblight for 1 minute.

Legendary Resistance (3/Day). If the legiana fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The legiana makes one bite attack, one talons attack, and one tail attack.

Bite. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 7 (2d6) cold damage and the legiana leaves a layer of frost in an area that is 10 feet long and 15 feet wide centered on the target or 30 feet long and 5 feet wide originating from the legiana. The frost remains until the start of the legiana's next turn.

Talons. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 7 (2d6) cold damage and the target is grappled (Escape DC 16).

Corkscrew (Recharge 5-6). The legiana moves up to half of its fly speed in a straight line, covering the ground below it in frost for 1 minute. During this move, it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the legiana moves through must make a DC 20 Dexterity saving throw, taking 28 (8d6) bludgeoning damage plus 10 (3d6) cold damage and be knocked prone on a failed save, or half as much damage, isn't knocked prone, and is pushed 5 feet out of the legiana's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the legiana's space.

Legendary Actions

The legiana can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The legiana regains spent legendary actions at the start of its turn.

Wing Buffet. The legiana flaps its wings; creating a strong wind and covering the ground in frost, in a 60-foot line that is 10 feet wide in front of it. Each creature in this line must make a DC 20 Strength saving throw or be pushed back 15 feet.

Attack (Costs 2 Actions). The legiana makes a Talon attack.

Frost Armor (Costs 3 Actions). The legiana coats itself in a layer of frost and ice for 1 minute, until it takes 30 fire damage from a spell or until takes 40 damage from any other single attack. While covered in frost, the legiana gains a +2 bonus to its AC and the actions that cover an area in frost, instead deals 7 (2d6) cold damage to each creature in the area.

Shrieking Legiana

Challenge Rating 17 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-5	Rime Hide	(A,W)
5-8	6-9	Legiana Shard	(A,W)
9-12	10-12	Obsidian Icetalon	(A,W)
13-15	13-14	Stark Wing	(A,W)
16-18	15-17	L.Cryo Sac	(A,W)
19	18-19	Legiana Tail Webbing	(A,W)
20	20	S.Legiana Gem	(A,W)

ARMOR MATERIAL EFFECTS

Rime Hide
Free Meal. While attuned to this armor, you no longer need to eat or drink.

Legiana Shard
Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Obsidian Icetalon
Geologist+. When you successfully gather a mining resource, you instead gather 1d4.

Stark Wing
While flying you can take the Dodge action as a bonus action. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

L.Cryo Sac
You are immune to cold damage while you wear this armor.

Legiana Tail Webbing
Evade Extender (M). You gain a +2 bonus to Dexterity saving throws while you wear this armor.

S.Legiana Gem
Good Luck. While you are attuned to this armor, you have one luck point that you regain daily at dawn. You can use this point as if you had the Lucky feat.

WEAPON MATERIAL EFFECTS

Rime Hide
FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charge, spirit, or phial charge.

Legiana Shard *(Bow Only)*
Your dragonpiercer can be used one extra time per long rest and deals an extra 2d6 piercing damage.

Obsidian Icetalon
Critical Draw+. When you take the Attack action for the first time in a combat encounter while wielding this weapon, the melee weapon attacks with that action score a critical hit on a roll of 15 or higher.

Stark Wing
Your weapon deals an extra 2d4 cold damage.

L.Cryo Sac
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals cold damage, such as the *ice knife* or *snilloc's snowball swarm* spell.

Legiana Tail Webbing
Your weapon deals an extra 1d8 cold damage.

S.Legiana Gem
While attuned to this weapon, you can use an action to speak its command word causing ice to coat the weapon for 1 minute or up to 10 pieces of ammunition. A creature hit by the coated weapon or ammunition takes 1d6 extra damage and has its movement speed reduced by 10 feet until the end of its next turn. Once used, this property can't be used again until you finish a long rest.

Monoblos

A monoceros desert-dwelling wyvern, they have a brown, rock-hard texture to their shell. While Monoblos have no breath attack, their roar is considered a lethal weapon itself. They are also very physically capable, able to fight off adventurers with horn-thrusts and tail-swings. Being able to tunnel beneath the sands of the Desert also means they can sneak up on any potential threats.Monoblos are aggressive, and will attack adventurers on sight. They are quick to anger, causing their crown to become inflamed with red streaks.

Monoblos

Huge wyvern (flying), unaligned

Armor Class 19 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Saving Throws Wis +4
Damage Immunities acid, necrotic
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 12 (8,400 XP) **Proficiency** +4

Relentless (Recharges after a Short or Long Rest). If the monoblos takes 30 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The monoblos makes one Horn attack and one Tail attack.

Horn. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Violent Roar (Recharge 5-6). The monoblos lets out a thunderous roar. Each creature within 10 feet of the monoblos must make a DC 17 Constitution saving throw, taking 35 (10d6) thunder damage and be deafened for 1 minute on a failed saving throw, or half as much damage and is not deafened on a successful one.

Bonus Actions

Underground Charge. The monoblos makes one horn attack against a creature if it moved at least 20 feet straight toward it while underground.

Monoblos

Challenge Rating 12 **Carves/Capture** 4

Carve Chance	Capture Chance	Material	Slots
1-8	1-7	Monoblos Carapace	(A,W)
9-11	8-11	Monoblos Thoracic	(A,W)
12-16	12-17	Scarlet Finehorn	(A,W)
17-18	18-19	Blos Medulla	(A,W)
19	—	Blos Gem	(A,W)
20	20	Monoblos Heart	(A,W)

ARMOR MATERIAL EFFECTS

Monoblos Carapace
Botanist+. When you successfully gather a plant resource, you gather an extra 1d4 more.

Monoblos Thoracic
You have resistance to cold damage while you wear this armor.

Scarlet Finehorn
While you're wearing this armor, any critical hit against you becomes a normal hit.

Blos Medulla
Alert. You can't be surprised while you are conscious.

Blos Gem
You have a +1 bonus to your AC while you wear this armor.

Monoblos Heart
Adrenaline. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.

WEAPON MATERIAL EFFECTS

Monoblos Carapace
While you are attuned to this weapon, you can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

Monoblos Thoracic
Whenever you have advantage on a melee attack roll with this weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.

Scarlet Finehorn
Your weapon deals an extra 1d6 thunder damage.

Blos Medulla
Charger. When you use your action to Dash, you can use a bonus action to shove a creature.

Blos Gem
Load Up+. While attuned to this weapon, you increase the maximum capacity for all your ammo by 2.

Monoblos Heart
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Nargacuga

Huge wyvern (flying), unaligned

Armor Class 16 (natural armor)
Hit Points 231 (22d12 + 88)
Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	7 (-2)	14 (+2)	6 (-2)

Skills Perception, +6, Stealth +7
Damage Resistances cold, poison
Senses darkvision 120 ft., passive Perception 16
Languages —
Challenge 11 (7,200 XP) **Proficiency** +4

Actions

Multiattack. The nargacuga makes one Bite attack, one Bladed Wings attack, and one Tail Swipe attack; or it makes two Tail Spike attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Bladed Wings. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail Spikes. *Ranged Weapon Attack:* +10 to hit, reach 30/120 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Tail Swipe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

Feral Pounce (Recharge 5-6). If the nargacuga jumps at least 10 feet as part of its movement, it can then use this action to strike a creature within 5 feet of where it lands. That creature must make a DC 18 Dexterity saving throw, taking 44 (8d10) slashing damage and be knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one. Additionally, if the target is prone or knocked prone, the nargacuga can make one Bite attack against it as a bonus action.

Bonus Actions

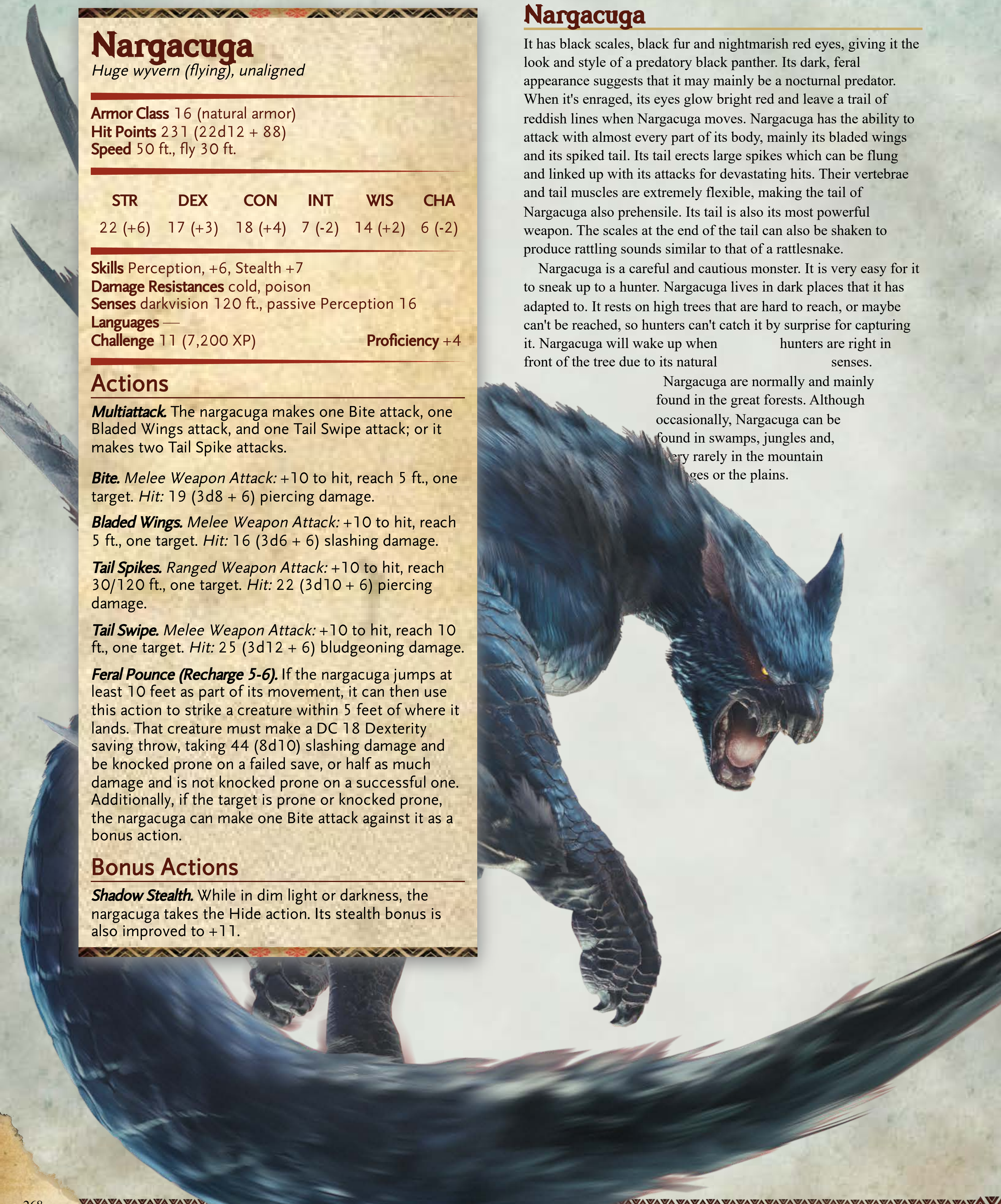
Shadow Stealth. While in dim light or darkness, the nargacuga takes the Hide action. Its stealth bonus is also improved to +11.

Nargacuga

It has black scales, black fur and nightmarish red eyes, giving it the look and style of a predatory black panther. Its dark, feral appearance suggests that it may mainly be a nocturnal predator. When it's enraged, its eyes glow bright red and leave a trail of reddish lines when Nargacuga moves. Nargacuga has the ability to attack with almost every part of its body, mainly its bladed wings and its spiked tail. Its tail erects large spikes which can be flung and linked up with its attacks for devastating hits. Their vertebrae and tail muscles are extremely flexible, making the tail of Nargacuga also prehensile. Its tail is also its most powerful weapon. The scales at the end of the tail can also be shaken to produce rattling sounds similar to that of a rattlesnake.

Nargacuga is a careful and cautious monster. It is very easy for it to sneak up to a hunter. Nargacuga lives in dark places that it has adapted to. It rests on high trees that are hard to reach, or maybe can't be reached, so hunters can't catch it by surprise for capturing it. Nargacuga will wake up when hunters are right in front of the tree due to its natural senses.

Nargacuga are normally and mainly found in the great forests. Although occasionally, Nargacuga can be found in swamps, jungles and, very rarely in the mountain ges or the plains.



Nargacuga

Challenge Rating 11 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-4	Nargacuga Scale	(A,W)
8-11	5-11	Nargacuga Pelt	(A,W)
12-13	12-15	Nargacuga Fang	(A,W)
14-15	—	Nargacuga Razor	(A,W)
16	16-17	Narga Medulla	(A,W)
17-19	18-20	Nargacuga Tail	(A,W)
20	—	Nargacuga Tailspike	(A,W)

ARMOR MATERIAL EFFECTS

Nargacuga Scale
While in dim light or darkness, you can take the hide action as a bonus action.

Nargacuga Pelt
While you wear this armor, your eye's glow red at night, much like the nargacuga's. You gain darkvision out to 60 feet. if you already have darkvision, it is increased by an additional 60 feet.

Nargacuga Fang
Forager+. When you harvest mushrooms, you instead gather 1d4.

Nargacuga Razor
While you wear this armor, being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

Narga Medulla
You have advantage on Dexterity (Stealth) checks while you wear this armor.

Nargacuga Tail
While you wear this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Nargacuga Tailspike
Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

WEAPON MATERIAL EFFECTS

Nargacuga Scale
Partbreaker+1. You deal an extra 1d6 damage when you critically hit with this weapon.

Nargacuga Pelt *(Bow Only)*
Bow Charge Plus+. While attuned to this weapon, you can use your dragonpiercer two additional times between rests and it recharges after a Short or Long rest.

Nargacuga Fang
While you are attuned to this weapon, your ammo pouch can hold double the amount of pierce ammo and cluster ammo it can normally hold.

Nargacuga Razor
Abnormal Status Atk up (M). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

Narga Medulla
Quick Load. You can reload as a free action while you are attuned to this weapon.

Nargacuga Tail
Status Pursuit+. You have advantage on opportunity attacks and creatures within your reach provoke opportunity attacks even if it took the Disengage action, if the creature is afflicted with a Condition.

Nargacuga Tailspike
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Baby Nargacuga

Medium wyvern (flying), unaligned

Armor Class 12
Hit Points 18 (4d8)
Speed 25 ft., fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	8 (-1)	7 (-2)

Skills Perception, +1, Stealth +4
Damage Resistances cold, poison
Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Pounce. If the nargacuga moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the nargacuga can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Baby Nargacuga

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-7	B.Nargacuga Scale	(A)
8-14	B.Nargacuga Fang	(W)
15-20	B.Nargacuga Pelt	(A)

ARMOR MATERIAL EFFECTS

B.Nargacuga Scale
You have a +1 bonus to Stealth checks while you wear this armor.

B.Nargacuga Pelt
While you wear this armor, your eye's glow red at night, much like the nargacuga's.

WEAPON MATERIAL EFFECTS

B.Nargacuga Fang
Your slashing weapon deals an extra 1 slashing damage.

Young Nargacuga

Large wyvern (flying), unaligned

Armor Class 15 (natural armor)
Hit Points 127 (17d10 + 34)
Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception, +4, Stealth +6
Damage Resistances cold, poison
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP) **Proficiency** +3

Pounce. If the nargacuga moves at least 20 feet straight toward a creature and then hits it with a bladed wings attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the nargacuga can make one bite attack against it as a bonus action.

Actions

Multiattack. The nargacuga makes two attacks: one with its bladed wings and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Bladed Wings. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the nargacuga takes the Hide action.

Young Nargacuga

Challenge Rating 5 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-4	Y.Narga Scale	(A,W)
8-11	5-11	Y.Narga Pelt	(A)
12-13	12-16	Y.Narga Fang	(W)
14-17	—	Y.Narga Razor	(A,W)
18-20	17-20	Y.Narga Tail	(A,W)

ARMOR MATERIAL EFFECTS

Y.Narga Scale
You have a +2 bonus to Stealth checks while you wear this armor.

Y.Narga Pelt
While you wear this armor, your eye's glow red at night, much like the nargacuga's. You gain darkvision out to 60 feet. if you already have darkvision, it is increased by an additional 60 feet.

Y.Narga Razor
While you wear this armor, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Y.Narga Tail
While you wear this armor, being in a lightly obscured area doesn’t impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

WEAPON MATERIAL EFFECTS

Y.Narga Scale
Your weapon deals an extra 1d4 poison damage.

Y.Narga Fang
While you are attuned to this weapon, your ammo pouch can hold 20 more pierce ammo and cluster ammo than it can normally hold.

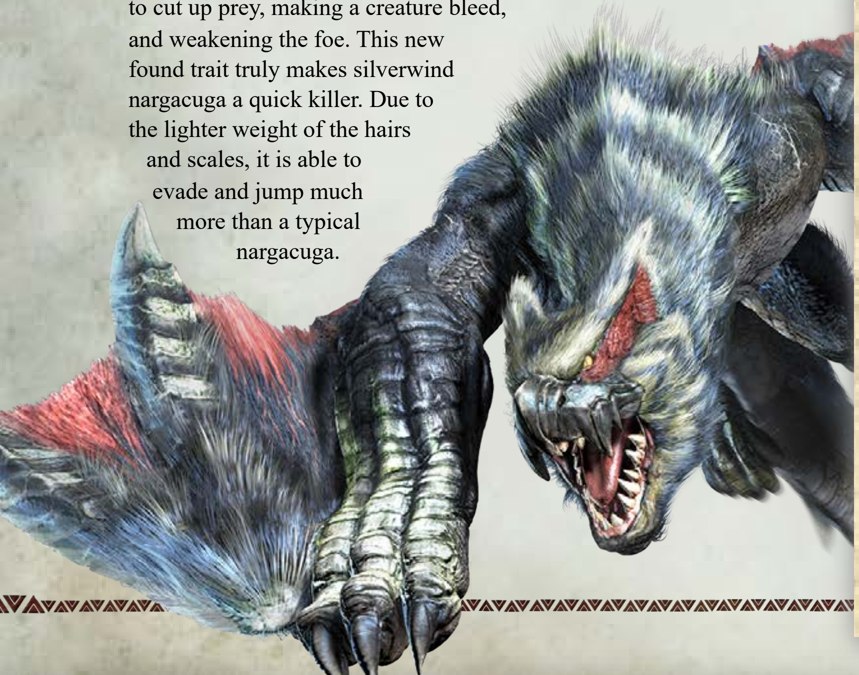
Y.Narga Razor
Abnormal Status Atk up (S). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.

Y.Narga Tail
Status Pursuit. You have a +2 bonus to hit on opportunity attacks. Additionally, creatures within your reach provoke opportunity attacks even if it took the Disengage action, if the creature is afflicted with a Condition.

Silverwind Nargacuga

The Nargacuga is an incredibly powerful and highly adapted monster. There is almost no doubt that Nargacuga is the top predator in its most famed environment the Great Forest and a dangerous force to be reckoned within its other environments like Swamps and Jungles because of its night-time camouflage, coupled with its phenomenal speed.

Silverwind nargacuga have many of the same adaptations as nargacuga, however, there are a few differences between them. The silverwind nargacuga has white hairs and scales though only on portions of its body. Its white hairs and scales are light in weight, allowing it to move freely more easily. Its tail spikes are covered in both and have a unique trait that puts it apart from normal individuals. The silverwind nargacuga is able to generate blades of air by swinging its cutwings or slamming its tail, attacking prey from a distance. The waves of wind are powerful enough to cut up prey, making a creature bleed, and weakening the foe. This new found trait truly makes silverwind nargacuga a quick killer. Due to the lighter weight of the hairs and scales, it is able to evade and jump much more than a typical nargacuga.



Silverwind Nargacuga

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)
Hit Points 264 (23d12+115)
Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	20 (+5)	12 (+1)	16 (+3)	8 (-1)

Saving Throws Dex +12, Con +11, Wis +9, Cha +5
Skills Acrobatics +12, Perception +9, Stealth +12
Damage Resistances cold, poison
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 19
Languages -
Challenge 19 (22,000 xp) **Proficiency** +6

Razor Wind. When the nargacuga makes Tail Swipe or Tail Slam attack, it releases a 60-foot long by 5-foot wide line of razor sharp wind. This wind originates from the target position. Each creature in that line, must make DC 17 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an bloody wound. The damage dealt by the wound increases by 5 (1d10) each time a creature is hit by the razor wind and fails the Constitution saving throw. Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Actions

Multiattack. The nargacuga makes one Bite attack, one Bladed Wings attack, and one Tail Swipe attack; or it makes two Tail Spike attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit* 19 (3d8 + 6) piercing damage.

Bladed Wings. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit* 16 (3d6 + 6) slashing damage.

Tail Spikes. *Ranged Weapon Attack:* +12 to hit, reach 60/180 ft., one target. *Hit* 25 (3d12 + 6) piercing damage.

Tail Swipe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit* 25 (3d12 + 6) bludgeoning damage.

Feral Pounce (recharge 5-6). If the nargacuga jumps at least 10 feet as part of its movement, it can then use this action to strike a creature within 5 feet of where it lands. That creature must make a DC 20 Dexterity saving throw, taking 66 (12d10) slashing damage and be knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one. Additionally, if the target is prone or knocked prone, the nargacuga can make one Bite attack against it as a bonus action.

Tail Slam. The nargacuga extends its tail to its maximum length (40-foot long line that is 5 feet wide) and slams it onto the ground. Each creature in that line is the originator for razor wind and must make a DC 20

Dexterity saving throw, taking 14 (4d6) piercing damage plus 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful save.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the nargacuga takes the Hide action. Its stealth bonus is also improved to +18.

Legendary Actions

The nargacuga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nargacuga regains spent legendary actions at the start of its turn.

Attack. The nargacuga makes a Bite attack.

Detect. The nargacuga makes a Wisdom (Perception) Check.

Tail Slam (Costs 3 Actions). The nargacuga uses Tail Slam.

Reactions

Prowler Stance. When hit by a spell or weapon attack, the nargacuga can leap up to 25 feet in any direction without provoking opportunity attacks.

Silverwind Nargacuga

Challenge Rating 19 **Carves/Captures** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-4	Silverwind Scale	(A,W)
8-11	5-11	Silverwind Blackfur	(A)
12-13	12-15	Silverwind Fang	(W)
14-15	—	Silverwind Razor	(A,W)
16	16-17	Silverwind Medulla	(A,W)
17-19	18-20	Silverwind Tail	(A,W)
20	—	Silverwind Tailspike	(A,W)

ARMOR MATERIAL EFFECTS

Silverwind Scale
While you are wearing this armor you have darkvision out to 60 feet. If you already have darkvision, its range extends by an additional 60 feet.

Silverwind Blackfur
While you are attuned to this armor, you have proficiency in stealth, if you are already proficient then you gain expertise in stealth. While in dim light or Darkness, you can take the Hide action as a Bonus Action.

Silverwind Razor
Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Silverwind Medulla
While you are attuned to this armor, Wisdom (Perception) checks made to see you have disadvantage and you have advantage on Dexterity (Stealth) checks made to hide.

Silverwind Tail
While wearing this armor you are shrouded in shadows causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Silverwind Tailspike
Silverwind X. While wearing this armor, you have advantage on Dexterity saving throws and Dexterity (Stealth) checks made to hide.

WEAPON MATERIAL EFFECTS

Silverwind Scale
Your weapon deals an extra 1d6 thunder damage.

Silverwind Fang *(Spellcaster Only)*
While you are attuned to this weapon, you can use an action to cast the *melf's minute meteors* spell at 4th level, but the meteors take the form or nargacuga spikes and deal piercing damage instead of fire. Once you use this property, you can't use it again until you finish a long rest.

Silverwind Razor
Your weapon deals an extra 1d8 thunder damage.

Silverwind Medulla
While you hold your weapon, you gain +2 bonus to spell attack rolls and you ignore half cover when making a spell attack.

Silverwind Tail
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

Silverwind Tailspike
Critical Boost. You roll one additional weapon damage die when determining the extra damage for a critical hit with a weapon attack.

Lucent Nargacuga

Known as the Moon Swift Wyvern, this species of nargacuga is capable of rendering itself completely invisible. This unusual adaptation is caused by its dapples, which reflect the light around itself. Although usable at anytime, this powerful ability is at its strongest when the moon is at its brightest. This adaptation can greatly assist these nargacuga in hunting their prey and avoid being seen by rival predators such as silver rathalos from above. This may also have contributed to them not being discovered until recently.

Another adaptation that separates this nargacuga from its relatives are its tail spikes, which contain a powerful toxin capable of making a rathalos woozy and killing a hunter in a matter of moments. Interestingly, the wyverns appear to produce these toxins in their tail but how is a mystery. The jaws of the Lucent Nargacuga are the strongest of the three nargacuga species and are capable of biting through the toughest of armors. Its razors (the blades on its arms) are as well much tougher and, unsurprisingly sharper than its counterparts.

Lucent nargacuga are territorial and highly aggressive towards both rival predators and hunters. Their toxic tail spikes and invisibility during the night make these creatures deadly opponents and should not be underestimated by even experienced hunters.

Lucent Nargacuga

Huge wyvern (flying), unaligned

Armor Class 22 (natural armor)
Hit Points 250 (20d12+120)
Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	25 (+7)	22 (+6)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +14, Con +11, Wis +10
Skills Acrobatics +14, Perception +10, Stealth +14
Damage Immunities fire, lightning
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages —
Challenge 21 (33,000 xp) **Proficiency** +7

Legendary Resistance (2/Day). If the nargacuga fails a saving throw, it can choose to succeed instead.

Pounce. If the nargacuga moves at least 20 feet straight toward a creature and then hits it with a Bladed Wing attack on the same turn, that target must succeed on a DC 22 Strength saving throw or be knocked prone. If the target is prone, the nargacuga can make one Bladed Wing attack against it as a bonus action.

Surprise Attack. When the nargacuga uses an action or legendary action, while invisible, that forces a creature to make a Dexterity saving throw, that creature makes the saving throw with disadvantage.

Actions

Multiattack. The nargacuga makes one Bladed Wing attack and one Tail Swipe attack, two Tail Swipe attacks, or three Poisoned Tail Spike attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit* 25 (4d8 + 7) piercing damage.

Bladed Wing. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit* 20 (3d8 + 7) slashing damage.

Poisoned Tail Spike. *Range Weapon Attack:* +14 to hit, reach 60/180 ft., one target. *Hit* 14 (2d6 + 7) piercing damage plus 7 (2d6) poison damage and the target must succeed on a DC 21 Constitution saving throw or be poisoned for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effecting on a success.

Tail Swipe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit* 26 (3d12 + 7) bludgeoning damage.

Invisible Passage. While under the light of the moon the nargacuga magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). While invisible, the nargacuga leaves no physical evidence of its passage, so it can be tracked only by magic.

Tail Slam (Recharge 5-6). The nargacuga uses one of the following tail slams:

Double. The nargacuga slams its tail down in two different 40-foot lines that are 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 28 (8d6) bludgeoning damage plus 17 (5d6) piercing damage, be pushed 5 feet in a random direction and knocked prone on a failed save, or half as much damage and isn't pushed or knocked prone on a successful save.

Heavy. The nargacuga jumps up to 20 feet in a straight line before performing a somersault and slamming its tail down in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 31 (9d6) bludgeoning damage plus 21 (6d6) piercing damage, be pushed 5 feet in a random direction and knocked prone on a failed save, or half as much damage, isn't pushed or knocked prone on a successful save. If the saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Legendary Actions

The nargacuga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nargacuga regains spent legendary actions at the start of its turn.

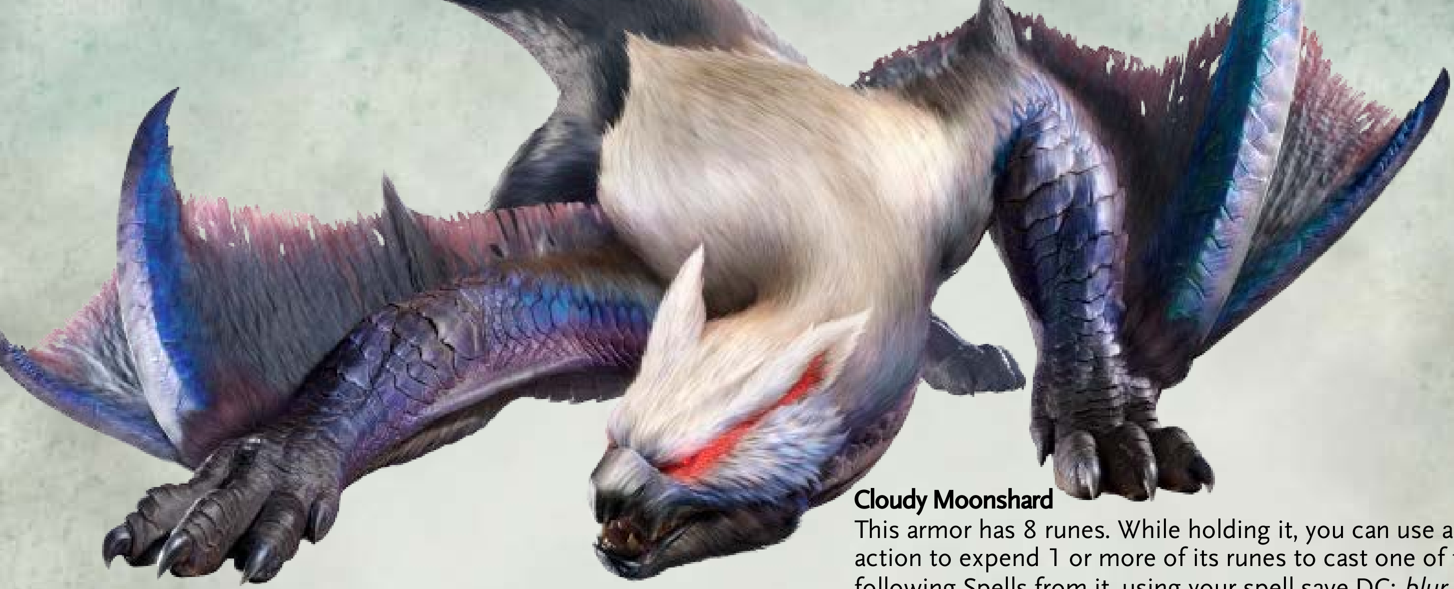
Attack. The nargacuga makes one Bite attack.

Reflect Moonlight. The nargacuga uses Invisible Passage.

Poison Rain (Costs 2 Actions). The nargacuga launches toxic spikes into the air that fall over a 30-foot line that is 5 feet wide, originating from a space within 15 feet of the nargacuga. Each creature in that line must make a DC 21 Constitution saving throw, taking 32 (6d10) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. A creature can repeat its saving throw at the end of its turn, ending the effecting on a success.

The nargacuga can expend one additional legendary action to change the area from a line to a 15-foot radius around it.

Tornado Tackle Costs 2 Actions). The nargacuga moves up to its speed in a straight line while quickly spinning its body. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the nargacuga moves through must succeed on a DC 22 Dexterity saving throw or take 20 (3d8 + 7) bludgeoning damage and be knocked prone.



Lucent Nargacuga

Challenge Rating 21 **Carves/Captures** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-4	Lucent Narga Shard	(A,W)
8-11	5-11	Nargacuga Lash	(A,W)
12-13	12-15	Lucent Narga Tailspear	(A,W)
14-15	—	Lucent Narga Dapple	(A,W)
16	16-17	Lucent Narga Hardfang	(A,W)
17-19	18-20	Lucent Narga Razor	(A,W)
20	—	Cloudy Moonshard	(A,W)

ARMOR MATERIAL EFFECTS

Lucent Narga Shard
Handicraft+3. For 24 hours, you gain proficiency with three artisan tools of your choice each dawn.

Nargacuga Lash
While you are attuned to this armor, you have proficiency in stealth, if you are already proficient then you gain expertise in stealth. While in dim light or Darkness, you can take the Hide action as a Bonus Action.

Lucent Narga Tailspear
Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Lucent Narga Dapple
You are immune to radiant damage while you are attuned to this armor.

Lucent Narga Hardfang
While you are wearing this armor and you take damage, you can use your reaction to magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. You can use this property twice, regaining all expended uses when you finish a short or long rest.

Lucent Narga Razor
Evade Extender (L). You gain a +3 bonus to Dexterity saving throws while you wear this armor.

Cloudy Moonshard
This armor has 8 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *blur* (2 runes), *moonbeam* at 4th-level (4 runes), or *invisibility* (2 runes), *greater invisibility* (4 runes). This weapon regains 1d6+2 expended runes daily at dawn. If you expend the last rune it can't regain any runes for one week.

WEAPON MATERIAL EFFECTS

Lucent Narga Shard *(Ranged Weapon Only)*
Ammo Up. Your bowgun's normal ammo capacity doubles while you are attuned to this weapon. Additionally when coating, you can coat up to 10 additional arrows.

Nargacuga Lash
Adrenaline. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.

Lucent Narga Tailspear *(Bowgun Only)*
Spread up+. When you hit a creature with spread ammo and they are within half your normal bowgun range, increase the damage die size by 1. Additionally instead of splitting the damage, the target takes full damage from the spread ammo and each adjacent creature must succeed on a Dexterity saving throw equal to your ammo save DC. On a failed save, the target is dealt the same damage as the target. On a successful save, the target takes half as much damage as the target.

Lucent Narga Dapple
Critical Element (poison+). When you critically hit with a weapon or spell that deals poison damage, you deal an extra 1d8 poison damage. Additionally if a creature fails its saving throw by 5 or more against a spell that deals poison damage, you deal an extra 1d8 poison damage to it.

Lucent Narga Hardfang
Agitator. Your weapon attacks critical hit range is increased by 1 and your weapon deals an extra 1d6 weapon damage. *(This material counts as both a critical eye material and a "your weapon deals an extra damage material")*

Lucent Narga Razor
Critical Boost+. You can roll two additional weapon damage dice when determining the extra damage for a critical hit with a weapon attack.

Cloudy Moonshard
Sneak Attack. When you force a creature to make a Dexterity saving throw while you are hidden or when an ally is within 5 feet of the creature, that creature has disadvantage on the save.

Paolumu

Paolumu is a bat-like wyvern that slightly resembles the Honduran white bat. Like said bat species, Paolumu is covered in white fur and has a pink face. Though it is covered in fur, Paolumu also has some brown scales covering its back, underbelly, and tail. The Paolumu has rodent-like buck teeth because its diet consists of the eggs that come off the coral which it sucks in using its incredible breathing power.

Inside of Paolumu's neck is a special air sac that inflates once it has sucked in enough air. Once its air sac has inflated, Paolumu is able to float in the air like a balloon and able to attack foes from above. While floating, Paolumu will use its hardtail to batter foes at close range. Paolumu is also able to breathe wind at foes, it can also use its inhaling powers to draw in hunters closer or to make them stagger.

Paolumu are fairly calm unless provoked by a threat. Once provoked, they will become aggressive.

Paolumu

Large wyvern (flying), unaligned

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	3 (-4)

Skills Acrobatics +4
Damage Resistances poison
Senses passive Perception 10
Languages —
Challenge 7 (2,900 XP) **Proficiency** +3

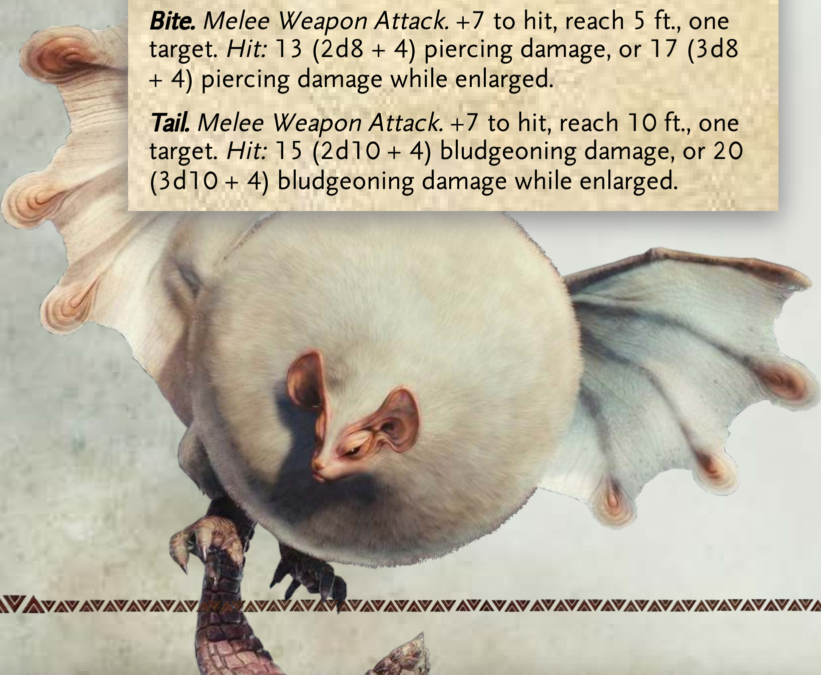
Blind Panic. If the paolumu is blinded while flying, its Enlarge ends and it falls prone.

Actions

Multiattack. The paolumu makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, or 17 (3d8 + 4) piercing damage while enlarged.

Tail. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, or 20 (3d10 + 4) bludgeoning damage while enlarged.



Dive Bomb. If the paolumu is flying, enlarged, and dives at least 10 feet straight toward a target it can then use this action to slam its body in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 31 (7d8) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the paolumu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the paolumu's space.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the paolumu magically increases in size, along with anything it is wearing or carrying. While enlarged, the paolumu is Huge, it can hover, roll one additional weapon damage die on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the paolumu lacks the room to become Huge, it attains the maximum size possible in the space available.

Wind Burst (Recharge 5-6). The paolumu exhales a blast of strong wind in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Strength saving throw, taking 38 (11d6) thunder damage and be knocked prone on a failed save or half as much damage and isn't knocked prone on a successful one. The burst of wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Paolumu

Challenge Rating 7 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Paolumu Scale	(A,W)
6-8	6-8	Paolumu Shell	(A,W)
9-11	9-12	Nourishing Extract	(O)
12-15	13-16	Paolumu Pelt	(A,W)
16-19	17-19	Paolumu Webbing	(A,W)
20	20	Lumu Gem	(A,W)

ARMOR MATERIAL EFFECTS

Paolumu Scale

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to acid damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Paolumu Shell

You have a +2 bonus to Acrobatic checks while you wear this armor.

Paolumu Pelt

Stamina Surge+1. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 2 levels of exhaustion when the spell ends.

Paolumu Webbing
Windproof. Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

Lumu Gem
While you are attuned to this armor, you can cast the *enlarge* spell from it. Once you use this property, you can't use it again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Paolumu Scale
You gain a +1 bonus to Dexterity saving throws while attuned to this weapon.

Paolumu Shell
While you are attuned to this weapon, you can use an action to speak its command word and exhale a blast of strong wind in a 45-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw, taking 3d6 thunder damage and be knocked prone on a failed save or half as much damage on a successful one and is not knocked prone.

Once used, this property cannot be used again until you finish a long rest.

Paolumu Pelt
While flying, you can take the dodge action as a bonus action while you hold this weapon.

Paolumu Webbing
Master Mounter. You have advantage on Strength (Athletic) checks when attempting to Climb Onto a Bigger Creature (DMG p.271) while you are attuned to this weapon.

Lumu Gem *(Gunlance Only)*
Artillery+. While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.

OTHER MATERIAL EFFECTS

Nourishing Extract
A material that replaces the catalyst for crafting demondrug or armorskin potions. It can also be used in place of mega nutrients when crafting max potions or ancient potions.

Paolumu Pup

Small wyvern (flying), unaligned

Armor Class 14 (natural armor)
Hit Points 76 (17d6 + 17)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	1 (-5)	8 (-1)	3 (-4)

Skills Acrobatics +3
Senses passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Blind Panic. If the paolumu is blinded while flying, its Enlarge ends and it falls prone.

Actions

Multiattack. The paolumu makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, or 9 (3d4 + 2) piercing damage while enlarged.

Tail. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, or 7 (2d4 + 2) bludgeoning damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the paolumu magically increases in size, along with anything it is wearing or carrying. While enlarged, the paolumu is Medium, it can hover, roll one additional weapon damage die on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the paolumu lacks the room to become Medium, it attains the maximum size possible in the space available.

Wind Burst (Recharge 5-6). The paolumu exhales a blast of strong wind in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Strength saving throw, taking 14 (4d6) thunder damage and be knocked prone on a failed save or half as much damage and isn't knocked prone on a successful one. The burst of wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Paolumu Pup

Challenge Rating 2 **Carves/Capture** 2

Carve Chance	Material	Slots
1-7	Paolumu Pup Scale	(A,W)
8-13	Paolumu Pup Shell	(A,W)
14-20	Paolumu Pup Pelt	(A,W)

ARMOR MATERIAL EFFECTS

Paolumu Pup Scale
You reduce acid damage you take by 3 while you wear this armor.

Paolumu Pup Shell
You have a +1 bonus to Acrobatic checks while you wear this armor.

Paolumu Pup Pelt
While you wear this armor a ruff *(also known as a millstone collar)* appears as part of your attire. You do not gain any benefit from the ruff, except that it makes you look more regal.

WEAPON MATERIAL EFFECTS

Paolumu Pup Scale
While you are attuned to this weapon, you can use an action to speak its command word and exhale a blast of strong wind in a 45-foot line that is 5 feet wide. Each

creature in that line must succeed on a DC 12 Dexterity saving throw, taking 2d6 thunder damage and be knocked prone on a failed save or half as much damage on a successful one and is not knocked prone.

Once used, this property cannot be used again until you finish a long rest.

Paolumu Pup Shell
When you cast a spell that deals thunder damage, add 1/2 of your proficiency bonus to that damage.

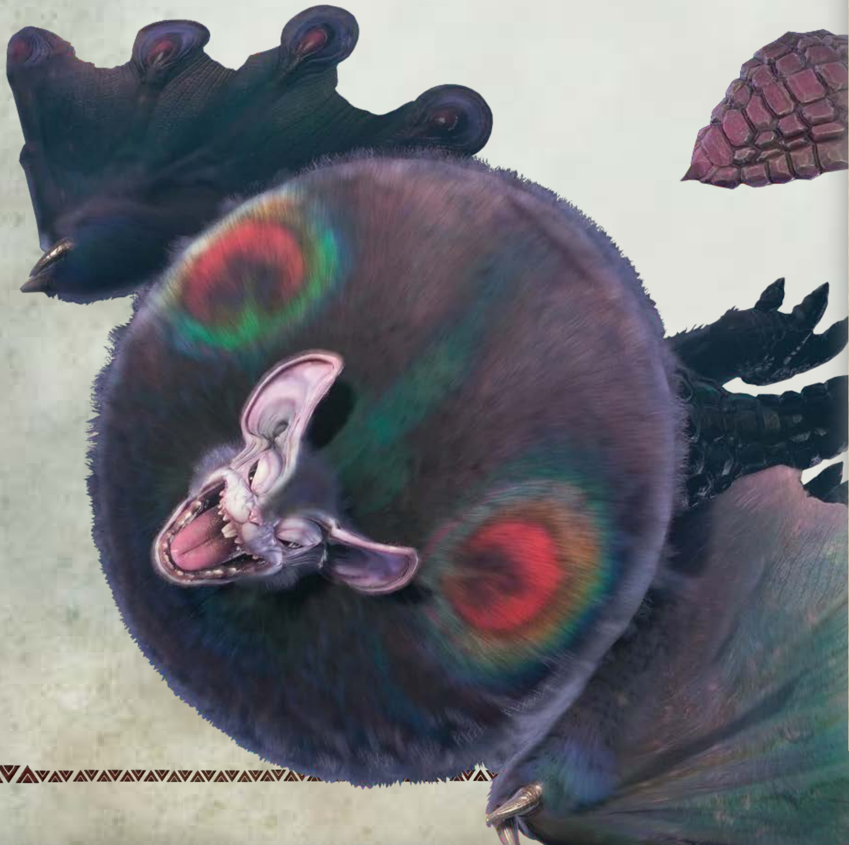
Paolumu Pup Pelt
Artillery. While attuned to this weapon, your wyvernfire can now be used twice per long rest.

Nightshade Paolumu

The Nightshade Paolumu body is covered in soft fur that is primarily black or dark purple, contrasting with its standard counterpart's white-and-pink coloration. Its tail is also darkly colored, matching the color of its fur. Its face is pale white, while on its neck are two brightly colored patches resembling the patterns on the tail feathers of a peacock. When it is deflated, these patches are more difficult to see. Its wings contain faint hints of green on the webbing.

Nightshade Paolumu is far more aggressive and proficient in aerial combat than Paolumu. Whereas Paolumu requires several attempts to suck enough air into its throat sac to get airborne, Nightshade Paolumu is able to inflate itself with a single inhalation. Once airborne, it is capable of flying at high speeds and in unpredictable patterns by releasing its stored air, often dealing damage to hunters that are hit.

Its most distinctive ability is a pale blue-green gas it expels from its mouth while inflated, which acts as a powerful narcotic that puts to sleep hunters that are exposed. It's able to produce small clouds or exhale a single, massive cloud, which remains on the battlefield for a short duration. It can inhale without inflating itself in order to draw in patches of its gas, and it can spread them out using the wind currents it stirs up with its tail.



Nightshade Paolumu

Large wyvern (flying), unaligned

Armor Class 16 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	3 (-4)

Saving Throws Dex +5, Wis +4, Cha +0
Skills Acrobatics +5, Perception +4
Damage Resistances necrotic
Condition Immunities incapacitated, unconscious
Senses passive Perception 14
Languages —
Challenge 12 (8,400 XP) **Proficiency** +4

Blind Panic. If the paolumu is blinded while flying, its Enlarge ends and it falls prone.

Actions

Multiattack. The paolumu makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, or 17 (3d8 + 4) piercing damage while enlarged.

Tail. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, or 20 (3d10 + 4) bludgeoning damage while enlarged.

Deep Breath. The paolumu takes a deep breath, pulling all creatures and objects within a 60-foot radius of it 20 feet towards it. An unwilling creature that can see the paolumu can make a DC 16 Strength saving throw. On a successful save, the creature is not pulled towards the paolumu. A creature or object behind cover, automatically succeeds on the saving throw.

Additionally, all sleep clouds within range are inhaled by the paolumu. These clouds travel across the ground until directly below the paolumu before vanishing. If a sleep cloud passes through a creature's space, it must make a DC 16 Constitution saving throw, at disadvantage if more than one cloud passes through its space. On a failed save, the creature is incapacitated until the start of its next turn. If the saving throw fails by 5 or more, the creature falls unconscious for 1 minute, or until it takes damage or another creature uses an action to shake it awake.

Dive Bomb. If the paolumu is flying, and dives at least 10 feet straight toward a target it can then use this action to slam its body in a space that contains one or more creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice), or take 31 (7d8) bludgeoning damage and be knocked prone. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the paolumu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the paolumu's space.

Sleep Cloud. The paolumu exhales a narcotic gas at a location within 60 feet of it. This pale blue-green gas fills a 5-foot radius sphere centered on that location for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

A creature that starts its turn in this gas or enters it for the first time on its turn must make a DC 16 Constitution saving throw. On a failed save, the creature is incapacitated until the start of its next turn. If the saving throw fails by 5 or more, the creature falls unconscious until the creature takes damage, or until someone uses an action to shake or slap the creature awake.

Sleep Gas (1/day). The paolumu fills its lungs with as much air as possible before releasing a torrent of sleep gas. Each creature within 30 feet of the paolumu must succeed on a DC 16 Constitution saving throw or be incapacitated for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a success. If the creature fails the throw by 5 or more, it falls unconscious instead until someone until the creature takes damage, or until someone uses an action to shake or slap the creature awake.

Legendary Actions

The paolumu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The paolumu regains spent legendary actions at the start of its turn.

Attack. The paolumu makes one Tail attack.

Breathe. The paolumu moves up to two sleep clouds 10 feet away from it or 10 feet towards it.

Enlarge. For 1 minute or until the paolumu uses its sleep cloud or sleep gas, the paolumu magically increases in size, along with anything it is wearing or carrying. While enlarged, the paolumu is Huge, it can hover, roll one additional weapon damage die on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the paolumu lacks the room to become Large, it attains the maximum size possible in the space available.

Sleep (Costs 2 Actions). The paolumu uses Sleep Cloud.

Nightshade Paolumu

Challenge Rating 12 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Nightshade Paolumu Thickfur	(A,W)
6-11	5-8	Nightshade Paolumu Shard	(A,W)
—	9-12	Torpor Sac	(A,W)
12-15	13-16	Paolumu Cortex	(A,W)
16-19	17-19	Nightshade Paolumu Fellwing	(A,W)
20	20	Nightshade Gem	(A,W)

ARMOR MATERIAL EFFECTS

Nightshade Paolumu Thickfur
While in dim light or darkness, you can take the Hide action as a bonus action.

Nightshade Paolumu Shard
You have a +3 bonus to Acrobatic checks while you wear this armor.

Torpor Sac
Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with advantage.

Paolumu Cortex
You have resistance to thunder damage while you wear this armor.

Nightshade Paolumu Fellwing
Wide-Range. When you eat or drink an Uncommon or lower consumable item *(except potions of resistance)*, each creature within 10 feet of you also gain its effect.

Nightshade Gem
While you are attuned to this armor, you can cast the *enlarge* spell from it. You can use this property twice, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Nightshade Paolumu Thickfur
You can read books you are touching while sleeping.

Nightshade Paolumu Shard
Critical Status (Incapacitate). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is incapacitated until the end of its next turn.

Torpor Sac *(Spellcaster Only)*
You know the *sleep* spell while you wear this armor. If you prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If this spell is not on your class list, the spell is nonetheless a class spell for you.

Paolumu Cortex
This weapon warns you of danger. While the weapon is on your person, it magically awakens you and your companions within a 30-foot range if any of you are sleeping naturally when combat begins.

Nightshade Paolumu Fellwing
Weakness Exploit. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled)*. You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a long rest.

Nightshade Gem
Maximum Might. While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

Rathalos

Rathalos are large, bipedal wyverns with a spiny, armored hide covering their body. Their outer shell features much brighter and more vibrant colors than that of their female counterpart, the Rathian. It is primarily bright red, with black markings throughout. Like the Rathian, Rathalos possess a flame sac which is used to produce deadly flaming projectiles from the mouth. The talons upon their feet are highly poisonous and are known to to inflict toxic mortal wounds on larger prey. In addition, their long, thick tail features a heavy spiked club at the end. Rathalos' wing membranes feature ornate patterns which are likely used to attract potential mates.

Rathalos are expert flyers, and as such are prone to hunting from the skies. As a master of flight, they will travel far and wide, searching for prey from the skies By launching a surprise aerial attack, they can inflict poisonous wounds with their talons or burn prey with flaming projectiles.

On the ground, Rathalos remain formidable opponents. Using their powerful legs, they can chase down prey from a distance. At a close enough range, they are known to use their sharp teeth to bite at foes as well. Some Rathalos are capable of staying in the air and launching a fireball before landing back to the ground.

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Rathalos

Huge wyvern (flying), unaligned

Armor Class 19 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	8 (-1)	13 (+1)	10 (+0)

Skills Athletics +9, Perception +5
Damage Resistances poison
Damage Immunities fire
Condition Immunities charmed, frightened
Senses darkvision 60 Ft. passive Perception 15
Languages —
Challenge 10 (5,900 XP) **Proficiency** +4

Actions

Multiattack. The rathalos makes one Bite attack and one Talons attack. While flying, it one Wing attack in place of its Bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +9 to hit, 10 ft., one target. *Hit:* 15 (3d6+5) slashing damage and the target must make a DC 17 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Wings. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Fireball (Recharge 5-6). The rathalos exhales a fireball at a point within 100 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 17 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Rathalos are highly territorial monsters, and as such, are aggressive towards intruders. They will chase away or attempt to kill any monster which may pose a threat to their land. While hunting, Rathalos will stalk prey from the air before swooping in for the kill. Once they have successfully brought down their prey, they will carry it away to eat in private, safe from scavengers or other large monsters which might attempt to steal the kill.

Rathalos

Challenge Rating 10 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Rathalos Scale	(A)
5-6	—	R.Inferno Sac	(A,W)
7-10	5-10	Rathalos Carapace	(A)
—	11-13	Rathalos Webbing	(A)
11	14-15	Rathalos Marrow	(A,W)
12-16	16-17	Rathalos Tail	(A,W,O)
17-18	—	Rathalos Wing	(A)
19	18-19	Rathalos Plate	(A,W)
20	20	Rathalos Ruby	(A,W)

ARMOR MATERIAL EFFECTS

Rathalos Scale
Detect+. You gain a +2 bonus to your passive Perception while you wear this armor.

R.Inferno Sac
While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 30 feet of you. The target must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Rathalos Carapace
You have a +1 bonus to your AC while you wear this armor.

Rathalos Webbing
When you must succeed on a saving throw or be knocked prone, you do so with advantage.

Rathalos Marrow
You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor.

Rathalos Tail
Archaeologist+. When you successfully gather a bone resource, you instead gather 1d4.

Rathalos Wing
While you are attuned to this armor you can cast the *fly* spell. Once you use this property, you can't use it again until the next dawn.

Rathalos Plate
You have resistance to fire damage while you wear this armor.

Rathalos Ruby
You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

R. Inferno Sac
Your weapon deals an extra 1d6 fire damage.

Rathalos Marrow
You can use a bonus action to speak this weapon's command word, causing flames to erupt from the weapon. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet.

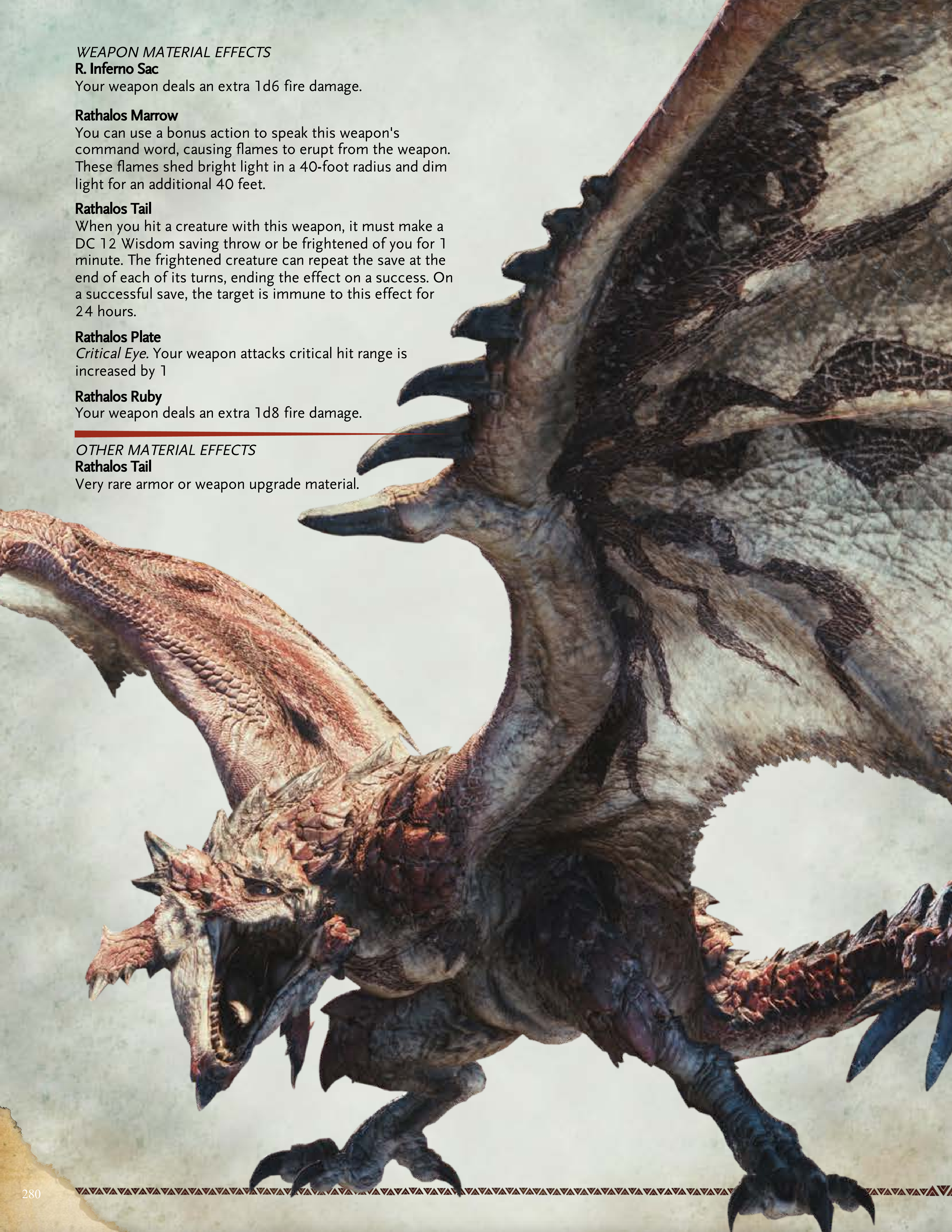
Rathalos Tail
When you hit a creature with this weapon, it must make a DC 12 Wisdom saving throw or be frightened of you for 1 minute. The frightened creature can repeat the save at the end of each of its turns, ending the effect on a success. On a successful save, the target is immune to this effect for 24 hours.

Rathalos Plate
Critical Eye. Your weapon attacks critical hit range is increased by 1

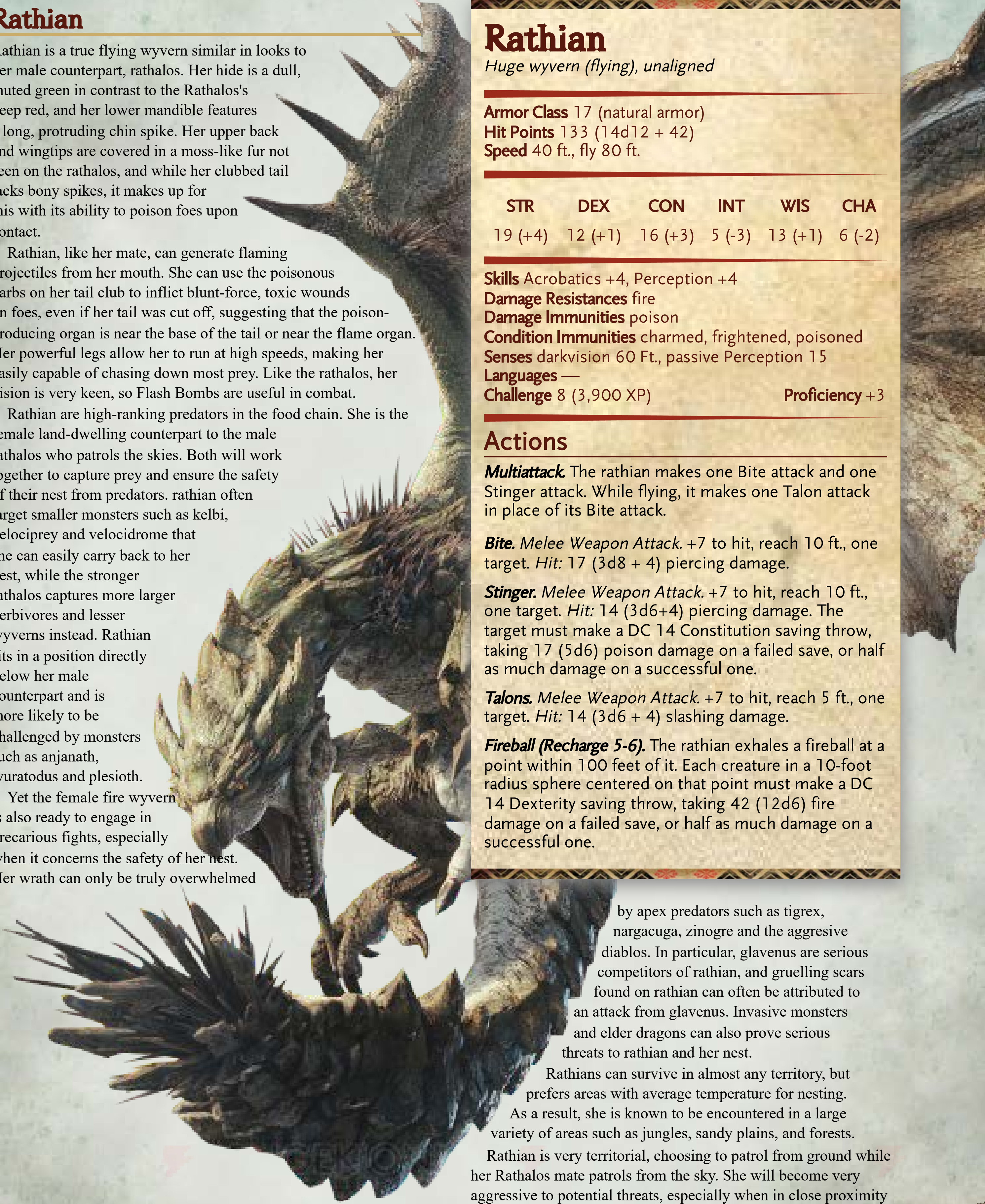
Rathalos Ruby
Your weapon deals an extra 1d8 fire damage.

OTHER MATERIAL EFFECTS

Rathalos Tail
Very rare armor or weapon upgrade material.



Rathian



Rathian is a true flying wyvern similar in looks to her male counterpart, rathalos. Her hide is a dull, muted green in contrast to the Rathalos's deep red, and her lower mandible features a long, protruding chin spike. Her upper back and wingtips are covered in a moss-like fur not seen on the rathalos, and while her clubbed tail lacks bony spikes, it makes up for this with its ability to poison foes upon contact.

Rathian, like her mate, can generate flaming projectiles from her mouth. She can use the poisonous barbs on her tail club to inflict blunt-force, toxic wounds on foes, even if her tail was cut off, suggesting that the poison-producing organ is near the base of the tail or near the flame organ. Her powerful legs allow her to run at high speeds, making her easily capable of chasing down most prey. Like the rathalos, her vision is very keen, so Flash Bombs are useful in combat.

Rathian are high-ranking predators in the food chain. She is the female land-dwelling counterpart to the male rathalos who patrols the skies. Both will work together to capture prey and ensure the safety of their nest from predators. rathian often target smaller monsters such as kelbi, velociprey and velocidrome that she can easily carry back to her nest, while the stronger rathalos captures more larger herbivores and lesser wyverns instead. Rathian sits in a position directly below her male counterpart and is more likely to be challenged by monsters such as anjanath, jyuratodus and plesioth.

Yet the female fire wyvern is also ready to engage in precarious fights, especially when it concerns the safety of her nest. Her wrath can only be truly overwhelmed by apex predators such as tigrex, nargacuga, zinogre and the aggresive diablos. In particular, glavenus are serious competitors of rathian, and gruelling scars found on rathian can often be attributed to an attack from glavenus. Invasive monsters and elder dragons can also prove serious threats to rathian and her nest.

Rathians can survive in almost any territory, but prefers areas with average temperature for nesting. As a result, she is known to be encountered in a large variety of areas such as jungles, sandy plains, and forests.

Rathian is very territorial, choosing to patrol from ground while her Rathalos mate patrols from the sky. She will become very aggressive to potential threats, especially when in close proximity to her nest and young.

Rathian

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)
Hit Points 133 (14d12 + 42)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	13 (+1)	6 (-2)

Skills Acrobatics +4, Perception +4
Damage Resistances fire
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 Ft., passive Perception 15
Languages —
Challenge 8 (3,900 XP) **Proficiency** +3

Actions

Multiattack. The rathian makes one Bite attack and one Stinger attack. While flying, it makes one Talon attack in place of its Bite attack.

Bite. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Stinger. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) piercing damage. The target must make a DC 14 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Talons. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Fireball (Recharge 5-6). The rathian exhales a fireball at a point within 100 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Rathian

Challenge Rating 8 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Rathian Scale	(A,W)
5	5-7	Flame Sac	(A,W)
6-8	8-13	Rathian Carapace	(A,W)
9	14-15	Rathian Webbing	(A,W)
10	—	Rathian Spike	(A,W)
11	16-17	Rathian Tail	(A,W,O)
12-18	18	Rath Wingtalon	(A,W)
19	19	Rathian Plate	(A,W)
20	20	Rathian Ruby	(A,W)

ARMOR MATERIAL EFFECTS

Rathian Scale
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to poison damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Flame Sac
While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Rathian Carapace
You have advantage on checks when attempting to identify poisons while attuned to this armor.

Rathian Webbing
You have advantage on saving throws against the poisoned condition while you wear this armor.

Rathian Spike
When you cast a spell that deals acid or poison damage, you gain a +1 bonus to its spell attack roll.

Rathian Tail
While you wear this armor, you gain 2 additional hit points whenever you regain hit points by magical or non-magical means, except when spending hit dice.

Rath Wingtalon
Stamina Surge+1. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 2 levels of exhaustion when the spell ends.

Rathian Plate
You are immune to the poisoned condition while you wear this armor.

Rathian Ruby
You have resistance to poison damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Rathian Scale
If you coat this weapon with poison, the poison's save DC is increased by 2.

Flame Sac
When you cast a spell that deals fire damage, it deals an extra 1d4 fire damage.

Rathian Carapace
Entomologist. When you capture an insect with a bug net, you instead catch two.

Rathian Webbing *(Bow Only)*
Bow Charge Plus. While attuned to this weapon, you can use your dragonpiercer one additional time between rests and it recharges after a Short or Long rest.

Rathian Spike
When you take the Attack action on your turn, you can replace one of your attacks to cause thick, black poison to coat it. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

Rathian Tail
Your weapon deals an extra 1d4 poison damage.

Rath Wingtalon
When you attune to this weapon, a ring manifests on one of your fingers. While you wear it, you can use an action to fire a slender wooden dart from the ring at a target within 20 feet of you. Make a ranged weapon attack; you have proficiency in the ring. On a hit, the target takes 1 point of piercing damage, and must succeed on a DC 13 Constitution save or be poisoned for 24 hours. It can repeat the save every 4 hours; if it succeeds three times, the effect ends, but if it fails three times, it dies. Once used, you cannot use this property again until the next dawn.

Rathian Plate
When you cast a spell that deals poison damage, you increase its spell save DC by 1.

Rathian Ruby
While holding this weapon, you gain a +1 bonus to spell attack rolls and you ignore half cover when making a spell attack.

OTHER MATERIAL EFFECTS

Rathian Tail
Rare armor or weapon upgrade material.

Seregios

Seregios are powerful, territorial and highly aggressive predators. With their razor sharp weapons a Seregios can make short work of their unfortunate victims. Larger Seregios have been seen flying with smaller Flying Wyverns clutched in their talons, including other Seregios. Reports like this confirm that the wyverns will cannibalize each other. Due to their capability of living in a number of different environments, Seregios compete with a large number of other large predators. Seregios have also been witnessed aggressively attacking Rathalos and Rathian (including their subspecies) and are said to be serious rivals toward them.

The Seregios is covered in extremely sharp Blade Scales. These scales are capable of cutting through the armor of certain prey and flinging them at a distance with good aim. On impact the scales will embed themselves in the victim like shrapnel and can leave complicated gouges in prey and even rocks. The wounds the scales leave behind are extremely painful for the victim and said pain can last for long periods of time, possibly causing infections as well. The most defining trait of this species is that they have Zygodactyly feet like roadrunners and other birds. Seregios are the only species in the Flying Wyvern class that possess them. The feet of these creatures can be used as devastating weapons against prey and enemies alike. A hunting Seregios use their feet to grasp their prey in a vice-like grip giving their victims little hope for escape. When in flight the claws on their wings are utilized for control and to allow them to shift their weight more easily. A Seregios is one of a few wyverns whose flight mobility and control is comparable to a Rathalos. Seregios will also utilize the thick, sturdy blade-like horns on their heads along with their blade-scaled covered tails in combat.

Seregios are hostile usurpers of the land. They are violent fighters and will battle other monsters in order to kick them out of their territory and claim it as their own, this includes their own kind in their land. In most cases, the monster they are fighting will end up dead after the battle and while some live on. The bigger the Seregios, the larger amount of territory it needs. Once a territory is gained by a Seregios, it will mark its territory with its own Blade Scales.

Seregios

Large wyvern (flying), unaligned

Armor Class 14 (natural armor)
Hit Points 147 (16d10 + 48)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	7 (-2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Wis +4, Cha +5
Skills Acrobatics +3, Perception +4
Damage Immunities fire
Senses darkvision 60 Ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP) **Proficiency** +3

Bladed Scales Regrowth. The seregios has forty-eight bladed scales. Used scales regrow when the seregios finishes a long rest.

Open Wound. When a creature is hit by the seregios attacks, it must succeed on a DC 14 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to an open wound. Each time the seregios hits the wounded target with an attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Actions

Multiattack. The seregios makes one Tail attack and two Talon attacks, or three Bladed Scale attacks.

Bladed Scale. *Ranged Weapon Attack.* +7 to hit, range 60/240 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tail. *Melee Weapon Attack.* +7 to hit, 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Talon. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. The seregios can grapple one large creature, or two medium creatures at a time.

Seregios

Challenge Rating 7 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-2	Seregios Slavescale	(A,W)
7-10	3-8	Seregios Airblade	(A,W)
11-12	9-12	Seregios Carver	(A,W)
13-17	13-14	Seregios Impaler	(A,W)
18-19	15-19	Seregios Scraper	(A,W)
20	20	Seregios Dissenter	(W)

ARMOR MATERIAL EFFECTS

Seregios Slavescale
While you are attuned to this armor, you can conjure a magical comb as an action. Running this comb through your hair allows you to change the length, color, curliness, and style of your hair. After running the comb through your hair, your hair is also cleaned and has a pleasant fragrance.

Seregios Airblade
While you are attuned to this armor, you can cast the *blade ward* spell from it as a bonus action. Once you use this property, you can't use it again until you finish a long rest.

Seregios Carver *(Requires a shield)*
While attuned to this armor, the front of your shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face's expression.

Seregios Impaler
While you wear this armor, any creature that hits you with a melee weapon, an unarmed strike, or a natural melee weapon takes 1d4 piercing damage.

Seregios Scraper
Constitution. The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

WEAPON MATERIAL EFFECTS

Seregios Slavescale
As an action, you can try to cast a cantrip that you don't know from the warlock spell list. When you do, you must succeed on a DC 10 Intelligence (Arcana) check. On a successful check, you cast the cantrip. Once you use this property, you can't use this property again until you finish a long rest.

Seregios Airblade
While attuned to this weapon, you can conjure a finely crafted halfling dagger, this dagger can whittle one small object once per day without the use of it's master.

Seregios Carver
While attuned to this weapon, you can use an action to conjure a coin from thin air, this bronze coin always lands on tails.

Seregios Impaler
When you hit a creature with this weapon, it must succeed on a DC 12 Constitution saving throw or lose 1d4 hit points at the start of each of its turns due to an open wound. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Seregios Scraper
Your weapon deals an extra 1d4 necrotic damage.

Seregios Dissenter
Critical Draw. During the first round of combat your melee weapon attacks score a critical hit on a roll of 17 or higher.

Tempered Seregios

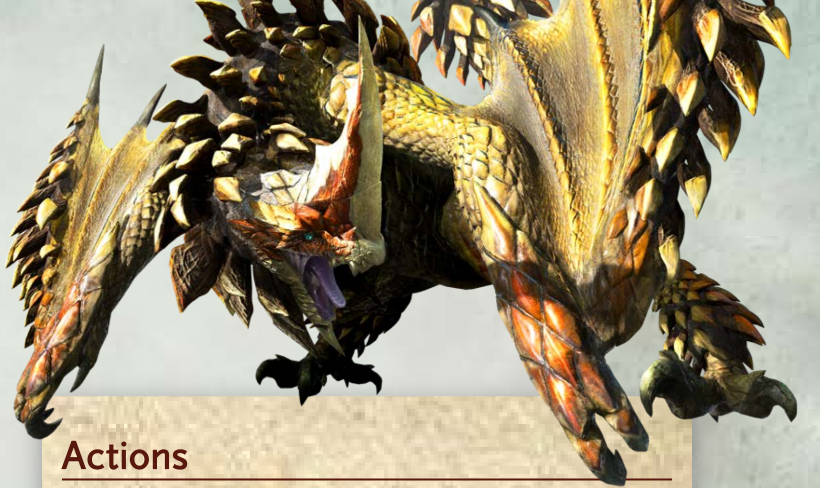
Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	18 (+4)	8 (-1)	12 (+1)	15 (+2)

Saving Throws Dex +10, Wis +6, Cha +7
Skills Acrobatics +10, Perception +6
Damage Resistances necrotic
Damage Immunities fire
Senses darkvision 60 Ft., passive Perception 16
Languages —
Challenge 15 (13,000 XP) **Proficiency** +5

Flyby. The seregios doesn't provoke opportunity attacks when it flies out of an enemy's reach.



Actions

Multiattack. The seregios makes two Talon attacks, or three with its Bladescale attacks.

Talon. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage. If the seregios is flying and dives at least 30 feet straight toward a target toward the target immediately before the hit, the target takes an extra 13 (3d8) slashing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Tail. *Melee Weapon Attack.* +10 to hit, 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 4 (1d8) piercing damage.

Bladescale. *Range Weapon Attack.* +10 to hit, range 60/240 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and it must succeed on a DC 18 Constitution saving throw or lose 5 (2d4) hit points at the start of each of its turns due to an open wound. Each time the seregios hits the wounded target with an attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Bladescale Barrage (Recharge 5-6). If the seregios flies at least 30 feet as part of its movement, it can then use this action make one Talon attack against a creature. It then flies up to 20 feet away, or to its remaining fly speed (whichever is lower) before releasing a hailstorm of bladescales centered the target of the talon attack. Each creature in a 15-foot radius of the target (including the target) must make a DC 18 Dexterity saving throw, taking 40 (9d8) piercing damage and suffer from an open wound as if by the seregios's Bladescale attack on a failed save, or half as much damage and doesn't suffer from an open wound on a successful one.

Legendary Actions

The seregios can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The seregios regains spent legendary actions at the start of its turn.

Attack. The seregios makes one Tail attack or one Bladescale attack.

Fly (Costs 2 Actions). The seregios flies up to half its flying speed.

Tempered Seregios

Challenge Rating 15 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-2	Seregios Slavescale+	(A,W)
7-10	3-9	Seregios Airblade+	(A,W)
11	10-11	Seregios Carver+	(A,W)
12-13	12-14	Seregios Breacher+	(A,W)
14-17	15-17	Seregios Scraper+	(W)
18-19	18-19	Seregios Impaler+	(A,W)
20	20	Seregios Lens	(W)

ARMOR MATERIAL EFFECTS

Seregios Slavescale+
Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Seregios Airblade+
Wall Runner. You have a climbing speed equal to your walking speed while you wear this armor.

Seregios Carver+
Constitution. The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

Seregios Breacher+
Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Seregios Impaler+
While you wear this armor, any creature that hits you with a melee attack takes 1d6 slashing damage.

WEAPON MATERIAL EFFECTS

Seregios Slavescale+
When you jump or fly 20 feet towards a creature in a straight line without taking damage, your first attack against it deals an extra 1d6 damage.

Seregios Airblade+
Carver. You have advantage on your first carve attempt on a creature while you are attuned to this weapon.

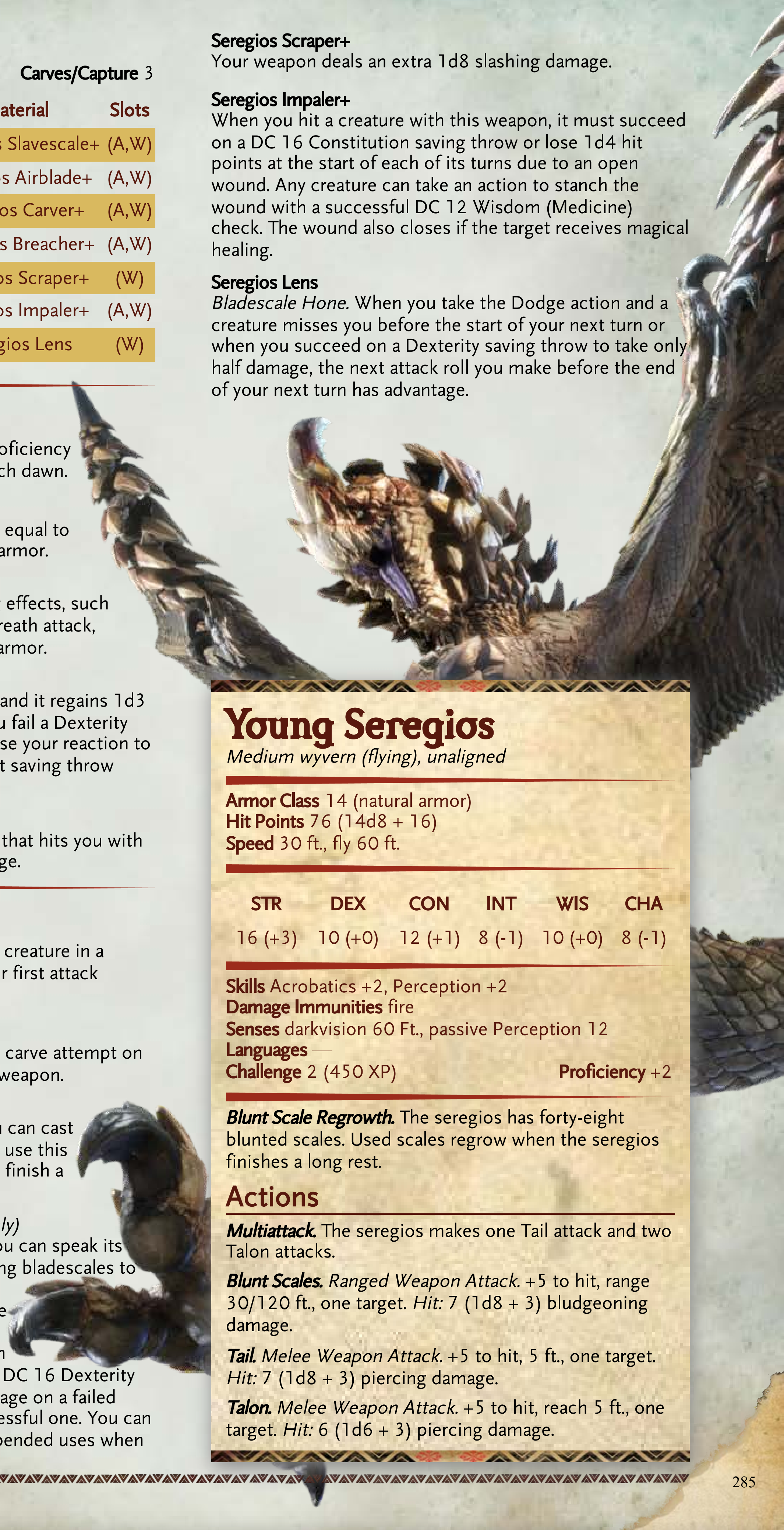
Seregios Carver+
While you are attuned to this armor, you can cast the *blade barrier* spell from it. Once you use this property, you can't use it again until you finish a long rest.

Seregios Breacher+ *(Ranged Weapon Only)*
While you are attuned to this weapon you can speak its command word as a bonus action causing bladescales to magically appear and circle around the weapon. The next time you hit a creature with a ranged weapon attack in the next minute, the target of the attack and each creature within 5 feet of it must make a DC 16 Dexterity saving throw, taking 3d10 piercing damage on a failed save, or half as much damage on a successful one. You can use this property twice, regaining all expended uses when you finish a long rest.

Seregios Scraper+
Your weapon deals an extra 1d8 slashing damage.

Seregios Impaler+
When you hit a creature with this weapon, it must succeed on a DC 16 Constitution saving throw or lose 1d4 hit points at the start of each of its turns due to an open wound. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Seregios Lens
Bladescale Hone. When you take the Dodge action and a creature misses you before the start of your next turn or when you succeed on a Dexterity saving throw to take only half damage, the next attack roll you make before the end of your next turn has advantage.



Young Seregios

Medium wyvern (flying), unaligned

Armor Class 14 (natural armor)
Hit Points 76 (14d8 + 16)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Skills Acrobatics +2, Perception +2
Damage Immunities fire
Senses darkvision 60 Ft., passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Blunt Scale Regrowth. The seregios has forty-eight blunted scales. Used scales regrow when the seregios finishes a long rest.

Actions

Multiattack. The seregios makes one Tail attack and two Talon attacks.

Blunt Scales. *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Tail. *Melee Weapon Attack.* +5 to hit, 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Talon. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Young Seregios

Challenge Rating 2 **Carves** 1

Carve Chance	Material	Slots
1-8	Seregios Blunt Scale	(A,W)
9-15	Seregios Talon	(A,W)
16-20	Y.Seregios Scraper	(A,W)

ARMOR MATERIAL EFFECTS

Seregios Blunt Scale
You reduce slashing damage you take by 3 while you wear this armor.

Seregios Talon
Gourmand. While attuned to this armor, you double the amount of days you can go without food or water before suffering a level of exhaustion.

Y.Seregios Scraper
Jump Master. While wearing this armor, you can use an action to double your jump distance. You can use this property twice, regaining all expended uses on a short or long rest.

WEAPON MATERIAL EFFECTS

Seregios Blunt Scale
Hunter. While attuned to this weapon you gain one extra ration from whatever you hunt.

Seregios Talon *(Ranger Only)*
You know the *hail of thorns* spell while attuned to this weapon. If you prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If this spell is not on your class list, the spell is nonetheless a class spell for you.

Y.Seregios Scraper
FastCharge. When you roll for initiative, your greatsword, longsword, or charge blade gains 1 charge, spirit, or phial charge.

Tigrex

Tigrex is a large, quadrupedal wyvern characterized by its massive head and jaws, powerful limbs and striking yellow/blue striped coloration. The top of its head is tipped with a pair of horn-like ears, and its segmented tail ends with a spiny protrusion.

As a quadrupedal wyvern, its wings have evolved into forelegs, which allows it to run at very fast speeds. Though it possesses a pair of adequately-developed wings, it is rarely seen flying in a traditional sense. It is in fact more prone to gliding from location to location. It has a powerful set of lungs which gives it the ability to produce extremely loud, concussive roars which can physically damage nearby objects. The tigrex relies on its sheer brute strength to bring down opponents.

When idle, the tigrex will assume a bipedal gait, standing only upon its hind legs while holding its forelimbs at its side. When threatened or engaging prey, however, it will stand upon all fours and ready itself for combat. It will usually attempt to intimidate would-be attackers with an ear-splitting roar.

The Tigrex can be found in many different environments. Like many wyverns, it will travel far and wide in search of prey.

Tigrex

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Dex +8 Wis +6
Skills Athletics +11, Perception +6
Damage Resistances cold, fire
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 16 (15,000 XP) **Proficiency** +5

Enrage (Recharges After a Short or Long Rest). Immediately after the tigrex's hit points drops below half of its maximum, it enrages for 1 minute. While enraged, the tigrex's melee attacks deal an extra 5 damage (included in the attacks) and its movement is increased by 10 feet.

Legendary Resistance (2/Day). If the tigrex fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The tigrex makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage, or 24 (3d8 + 11) piercing damage while enraged.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, or 18 (2d6 + 11) slashing damage while enraged.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage, or 27 (3d10 + 11) bludgeoning damage while enraged.

Concussive Roar (Recharge 5-6). The tigrex roars loudly. Each creature within 15-feet of the tigrex is deafened for 1 minute and must make a DC 17 Constitution saving throw, taking 49 (9d10) thunder damage on a failed saving throw or half as much damage on a successful one.

Legendary Actions

The tigrex can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tigrex regains spent legendary actions at the start of its turn.

Detect. The tigrex makes a Wisdom (Perception) Check.

Tail Attack. The tigrex makes a Tail attack.

Trample (Costs 2 Actions). The tigrex moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the tigrex moves through must succeed on a DC 16 Dexterity saving throw or take 16 (3d6 + 6) bludgeoning damage and be knocked prone.

Tigrex

Challenge Rating 16 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Tigrex Scale	(A,W)
6-10	5	Tigrex Claw	(A,W)
11-13	6-12	Tigrex Carapace	(A,W)
14-15	13-17	Tigrex Tail	(A,W)
16-19	18-19	Tigrex Fang	(A,W)
20	20	Tigrex Scalp	(A,W)

ARMOR MATERIAL EFFECTS

Tigrex Scale
You have advantage on survival checks when tracking a creature while you wear this armor.

Tigrex Claw
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Tigrex Carapace
Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Tigrex Tail
You have resistance to cold damage while you wear this armor.

Tigrex Fang
Tranquilizing Guru. While you wear this armor, you are able to detect when a monster is weakened enough to be captured.

Tigrex Scalp
You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Tigrex Scale
Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Tigrex Claw
You have advantage on death saving throws while you are attuned to this weapon.

Tigrex Carapace
Earplugs. While you are attuned to this weapon, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened and you have advantage on saving throws against thunder damage. You can dispel the ear plugs as a bonus action ending the deafened effect.

Tigrex Tail
Strong Attack. When you hit a creature with this weapon you can use your bonus action to push the creature back 10 feet.

Tigrex Fang
Mind's Eye. Your attacks with this weapon bypass the damage resistances of any creature.

Tigrex Scalp
Partbreaker+3. You deal an extra 1d10 damage when you critically hit with this weapon.

Curse. All of the tigrex material's are cursed. Becoming attuned to the armor or weapon the material is inserted into extends the curse to you. As long as you remain cursed, you are under the following effects:

- You are unwilling to part with the weapon or armor, keeping it within reach at all times.
- You have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.
- At your GM's discretion, whenever a hostile creature damage you, the GM can have you make a DC 15 Wisdom saving throw. On a failed save, you go berserk. The DC increases by 1 for each additional tigrex material inserted into your armor or weapon. While berserk, you must use your action each round to attack the creature nearest to you with your weapon. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

Brute Tigrex

Brute tigrex features a darker, more muted color palette of various shades of grey, brown, and beige. It apparently possesses a more robust set of lungs than the common species, as evidenced by its increased roaring capacity. It has a more powerful set of forelimbs, and has adapted to live in harsher environments than any other variety of tigrex.

Just as tigrex has coloration suited to both sandy deserts and freezing snowy landscapes, the brute tigrex has just the right coloration to blend in with the volcano's cliffs and crevices. It is confirmed that this altered coloration is the result of extreme heat causing volcanic ash, and other such impurities, fusing to this tigrex's shell. These impurities have made brute tigrex's hide stronger, while also giving it better resistance to fire. Due to living in the harsher volcano, brute tigrex's roar has become stronger compared to a normal tigrex. This is due to the Brute tigrex's roar not easily being heard in the harsher volcanic environments.

Brute tigrex appear much more aggressive and more maniacal in attacking in comparison to tigrex. Brute tigrex has been found to have a high metabolism, which could explain its aggressive nature.

Brute Tigrex

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)
Hit Points 283 (21d12 + 147)
Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	24 (+7)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +12, Dex +9, Wis +7
Skills Athletics +12, Intimidation +6, Perception +7
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, deafened, frightened
Senses darkvision 60 ft., passive Perception 17
Languages —
Challenge 20 (25,000 XP) **Proficiency** +6

Enrage (1/day). Immediately after the tigrex drops below half of its maximum hit points, it enrages for 10 minutes and gains the following benefits:

- The tigrex's movement is increased by 10 feet.
- It's wind tunnel now recharges when you roll a 5-6 and a creature is also pushed back 10 feet on a failed save.
- A creature is knocked prone by its roar if it fails its save by 5 or more.

Legendary Resistance (3/Day). If the tigrex fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The tigrex makes one Bite attack and one Claw attack; it then uses Brutal Roar.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Brutal Roar. The tigrex lets out a deafening roar. Each creature within 15 feet of the tigrex is deafened until the end of its next turn and must make a DC 21 Constitution saving throw, taking 16 (3d10) thunder damage on a failed saving throw or half as much damage on a successful one. A creature wearing earplugs, makes its saving throw with advantage.

Wind Tunnel (Recharge 6). The tigrex exhales a torrent of strong wind in a 120-foot line that is 10 feet wide. Each creature in the line must succeed on a DC 21 Strength saving throw, taking 49 (11d8) thunder damage and be knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

Legendary Actions

The tigrex can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tigrex regains spent legendary actions at the start of its turn.

Detect. The tigrex makes a Wisdom (Perception) Check.

Tail Attack. The tigrex makes a Tail attack.

Trample (Costs 2 Actions). The tigrex moves up to its speed. During this move, it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the tigrex moves through must succeed on a DC 16 Dexterity saving throw or take 16 (3d6 + 6) bludgeoning damage and be knocked prone.

Brute Tigrex

Challenge Rating 20 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Brute Tigrex Shard	(A,W)
6-10	5	Brute Tigrex Hardclaw	(A,W)
11-13	6-12	Brute Tigrex Cortex	(A,W)
14-15	13-17	Brute Tigrex Lash	(A,W)
16-19	18-19	Brute Tigrex Hardfang	(A,W)
20	20	Tigrex Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Brute Tigrex Shard
You have advantage on survival and athletics checks when tracking a creature while you wear this armor.

Brute Tigrex Hardclaw
Free meal & Speed Eating. While you are attuned to this armor, you no longer need to eat or drink. Additionally, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Brute Tigrex Cortex
Recovery Up. Whenever you regain hit points from any potion or plant, the first die is maximized.

Brute Tigrex Lash
You have resistance to cold damage while you wear this armor.

Brute Tigrex Hardfang
Health Boost+. While wearing this armor, your hit point maximum increases by 2 for each character level you have.

Tigrex Mantle
You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Brute Tigrex Shard
Strong Attack. When you hit a creature with this weapon you can use your bonus action to push the creature back 10 feet.

Brute Tigrex Hardclaw
HG Earplugs. While you are attuned to this weapon, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

Brute Tigrex Cortex
Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled).* You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Brute Tigrex Lash
While attuned to this weapon, your movement speed is doubled whenever you use your movement to close the distance between you and the last creature you hit.

Brute Tigrex Hardfang
Critical Status (prone). When you critically hit with this weapon, the target must succeed on a DC 15 Strength saving throw or be knocked prone. A Huge or larger creature makes its save with advantage.

Tigrex Mantle
Agitator. Your weapon attacks critical hit range is increased by 1 and your weapon deals an extra 1d6 weapon damage. *(This material counts as both a critical eye material and a "your weapon deals an extra damage material")*

Curse. All of the tigrex material's are cursed. Becoming attuned to the armor or weapon the material is inserted into extends the curse to you. As long as you remain cursed, you are under the following effect:

- You are unwilling to part with the weapon or armor, keeping it within reach at all times.
- You have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.
- Whenever a hostile creature damages, you must succeed on a DC 15 Wisdom saving throw or go berserk. The DC increases by 1 for each additional tigrex material inserted into your armor or weapon. While berserk, you must use your action each round to attack the creature nearest to you with your weapon. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

Ukanlos

The Ukanlos can produce an ice beam from its mouth to attack anything foolish enough to attempt to harm it, and is known to use its heavy body weight to crush opponents and its jaws are capable of crushing ice and rock alike. Despite its great size and weight, Ukanlos is known to be able to leap significant distances. In order to survive the weather this creature may have a large layer of fat underneath its hard shell. This layer of flesh is visible underneath its forearms, showing a light-blue underflesh. This beast also hibernates for vast periods of time to survive after feeding.

It's body shape is highly similar to those of Akantor. It's large shovel-like jaw allows it to dig through the ice with ease. Ukanlos has grown an extremely tough and streamlined carapace to "swim" though the ice. Ukanlos will also eat the ice and absorb minerals, however this beast is rather large so the amount of ice it would have to eat would be huge. Also, this creature may be capable of swimming as seen when it moves though the ice. It is also capable of expelling ice to attack anything foolish enough to attempt to harm it. In order to survive the weather this creature may have a large layer of fat underneath its hard shell. This layer of flesh is visible underneath its forearms, showing a light-blue underflesh.

Ukanlos

Gargantuan wyvern (flying), unaligned

Armor Class 20 (natural armor)
Hit Points 277 (15d20 + 120)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	26 (+8)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +8, Con + 14, Wis +7
Skills Perception +7
Damage Resistances acid
Damage Immunities cold; bludgeoning, piercing, slashing damage from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 17
Languages —
Challenge 20 (25,000 XP) **Proficiency** +6

Ice Walk. The ukanlos can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Legendary Resistance (3/Day). If the ukanlos fails a saving throw, it can choose to succeed instead.

Magic Resistance. The ukanlos has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The ukanlos makes one Bite attack, one Claw attack, and one Tail attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the ukanlos can't bite another target.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Crush. If the ukanlos uses all of its movement to rise up on its hind legs. It can then use its action to slam its body in an area within 20 feet of its location that contains one or more other creatures. Each of those creatures must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 21 (4d6 + 7) bludgeoning damage plus 21 (4d6 + 7) cold damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the ukanlos's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the ukanlos's space.

Launch. The Ukanlos digs its shovel-like jaw into the ground under a creature or object. If it is a creature, it must make a DC 21 Dexterity saving throw or be tossed 30 feet up in the air and 15 feet away from the Ukanlos taking 10 (3d6) upon landing. If there is a creature in the location the target lands, it must make the same saving throw or take the same damage.

Ice Beam (Recharge 5-6). The ukanlos exhales a stream of ice in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 45 (13d6) cold damage and is restrained (escape DC 18) by the ice on a failed save, or half as much damage on a successful one and is not restrained.

The ice can be attacked and destroyed (AC 12; 30 hit points resistance to slashing and piercing damage; immunity to poison and psychic damage; and vulnerability to fire damage). When the ice is destroyed, the creature is no longer restrained.

Legendary Actions

The ukanlos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ukanlos regains spent legendary actions at the start of its turn.

Detect. The ukanlos makes a Wisdom (Perception) Check.

Toss. The ukanlos uses Launch.

Swim (Costs 2 Actions). The ukanlos digs partially under the ground, exposing its razor sharp back, and moves up to its burrow speed. During this move it can move through the spaces of other creatures. Each creature the ukanlos moves through must succeed on a DC 17 Dexterity saving throw or take 17 (3d6 + 7) slashing damage and be knocked prone.

Ukanlos

Challenge Rating 20
Carves 6

Carve Chance	Material	Slots
1-7	Ukanlos Carapace	(A,W)
8-12	Ukanlos Underscale	(A,W)
13-14	Ukanlos Digger	(A,W)
15-16	Ukanlos Fin	(A,W)
17-18	Ukanlos Tail	(A,W)
19	Ukanlos Shoveljaw	(A,W)
20	Ukanlos Gem	(A,W)

ARMOR MATERIAL EFFECTS

Ukanlos Carapace
You can conjure a *Decanter of Endless Water (DMG 161)* at will while you are attuned to this armor, but if it leaves your hands, it vanishes into thin air.

Ukanlos Underscale
Tremor-Proof. You cannot be knocked prone while you wear this armor.

Ukanlos Digger
While you are attuned to this armor, you can cast the *move earth* spell. Once you use this property, you cannot use it again until you finish a long rest.

Ukanlos Fin
You have darkvision out to a range of 120 feet and you have advantage on Wisdom (Perception) checks that rely on sight while you wear this armor.

Ukanlos Tail
You can stand on and move across any liquid surface as if it were solid ground while you wear this armor.

Ukanlos Shoveljaw
You have an emblem of water pouring out of a bowl on your armor. You can use an action to speak the armor's command word and summon a water elemental, as if you had cast the *conjure elemental* spell. Once you use this property, you cannot use it again until you finish a long rest.

Ukanlos Gem
You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Ukanlos Carapace
Quick Load. You can reload as a free action while you are attuned to this weapon.

Ukanlos Underscale
Your cold spells ignore a creature's resistance to cold damage while you are attuned to this weapon.

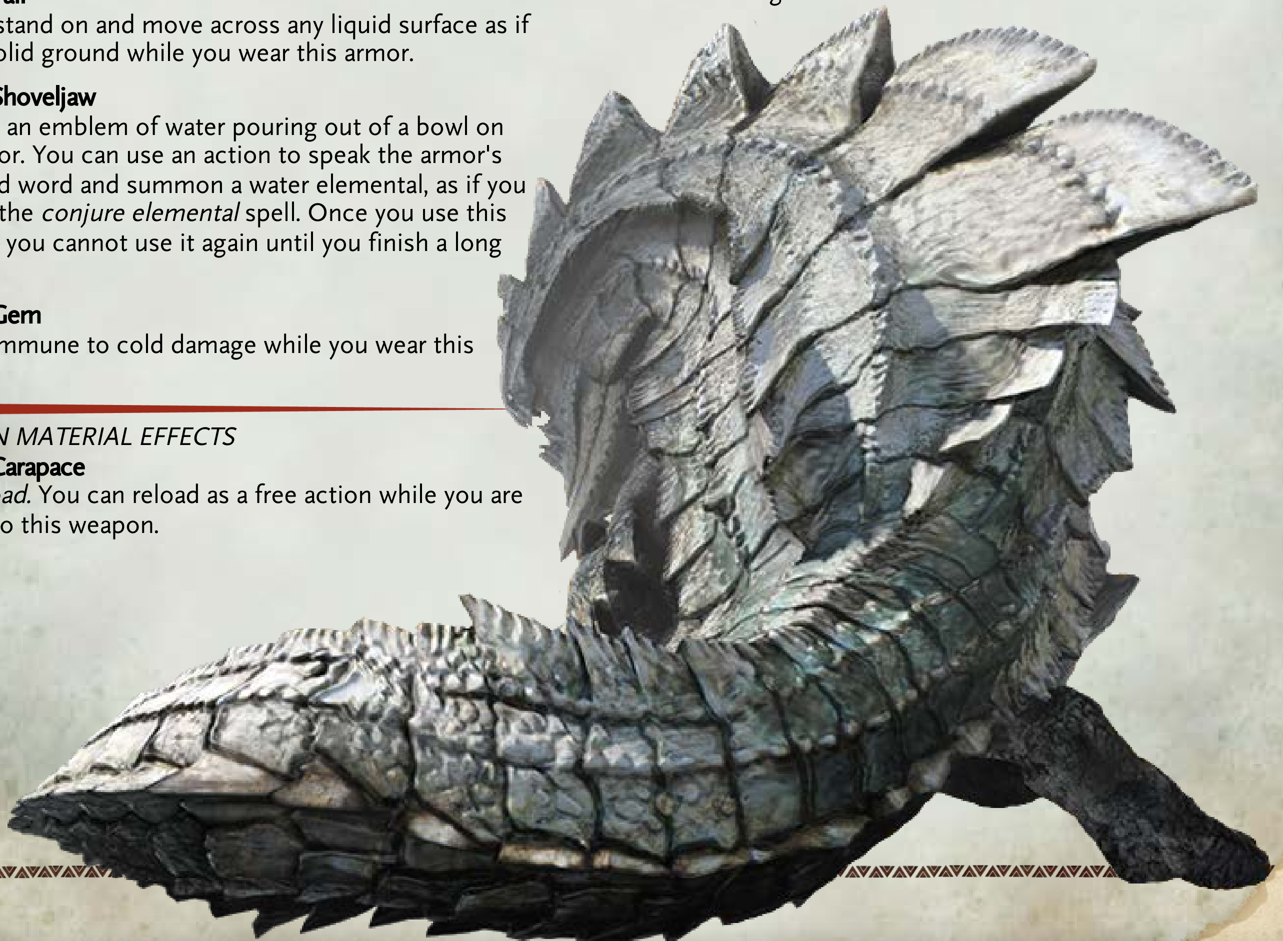
Ukanlos Digger *(Bow Only)*
Whenever you apply a coating to your arrows, you can coat up to 5 more.

Ukanlos Fin
While you are holding this weapon, you can use an action to let out a cacophonous roar. Each creature in a 15-foot radius that considers you an enemy, must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for 24 hours.

Ukanlos Tail
You gain a + 2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals cold damage, such as *ice knife* or *snilloc's snowball swarm* spells.

Ukanlos Shoveljaw *(Sorcerer & Wizard Only)*
This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *ice knife* (1 rune), *ice storm* (4 runes), or *wall of ice* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Ukanlos Gem
While you are attuned to this weapon, your cold spells deal full damage to a creature that has resistance to cold damage and half damage to a creature that has immunity to cold damage.



Leviathans

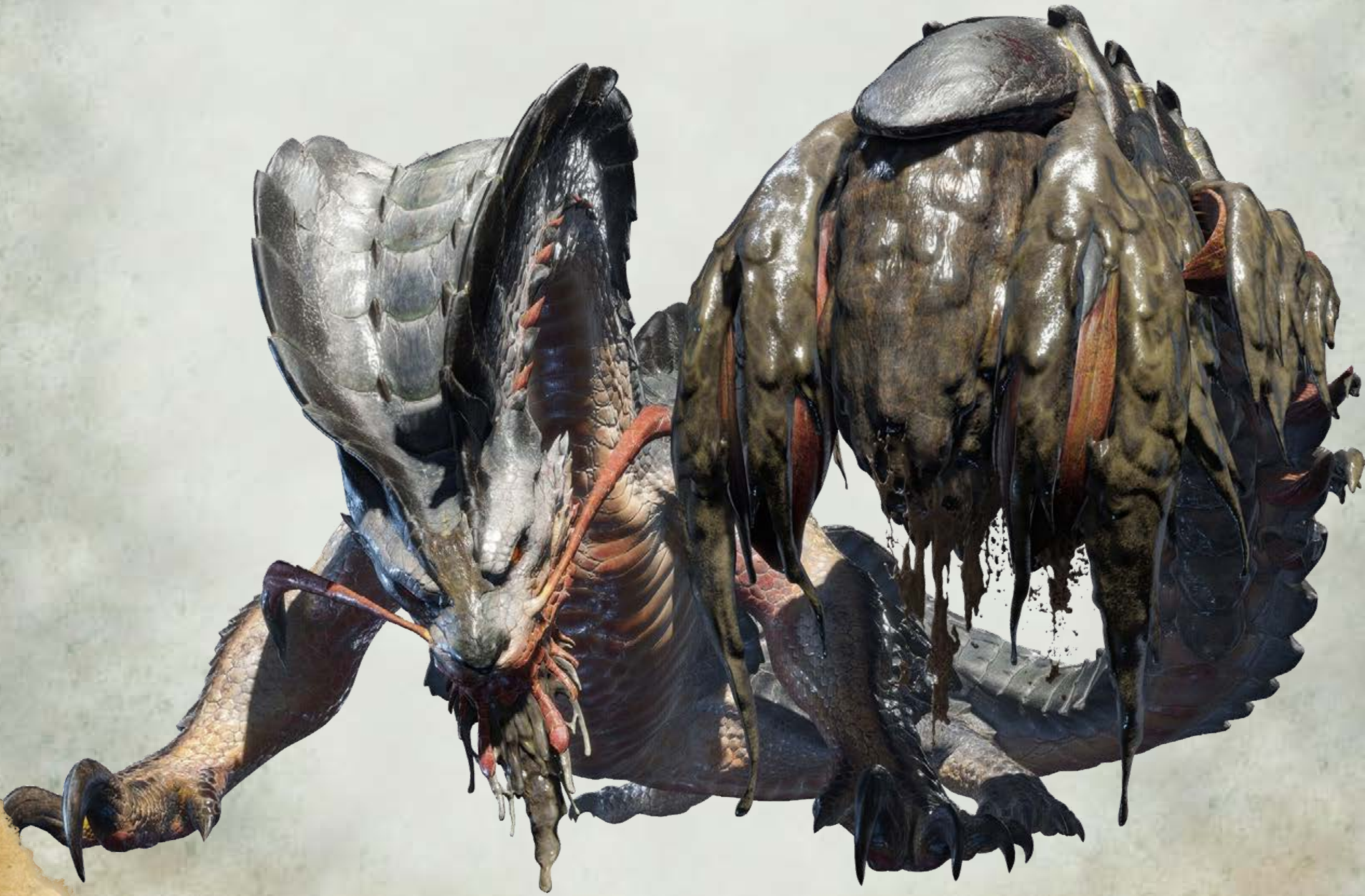
The Leviathan monster species are identified by their similar appearance to crocodiles. They are also known to survive in underwater conditions, while others throughout magma in volcanoes. Fighting one almost always involves underwater combat; a leviathan is always guaranteed at some point to retreat to the depths of the oceans or lakes. They are almost always more adept at fighting underwater, while most adventurers are hindered by the liquids. Fighting one requires at least a modest proficiency in underwater fighting, and, barring any skill in that, a measure of luck to coax the Leviathan on land.

Almudron

Almudron is a massive Leviathan found in bogged areas. Both the dorsal side of its body and its legs are covered by a gray-colored shell with some darker highlights. The shell forms two ridges on its neck reminiscent of Lagiacrus's hood. Four more of these ridges adorn the body, running right to the tip of its tail. Almudron has scaly skin ranging in color from gray to creamy yellow to pinkish red. Its underbelly is covered in wide, pinkish scales. Almudron's head features some mammalian-like traits, sporting a short snout, a pair of red eyes, and several whisker-like tendrils. Similar to Mizutsune, it has massive, curved claws on its front legs, which have five digits, while the claws on the hind legs are smaller. The most prominent trait of Almudron is its massive tail that spans about half of the Leviathan's entire length. At the end of the tail are several feather-like appendages that it can utilize for attacking foes with mud.

Almudron is said to normally live deep in mountains. However, maybe due to the influence of the Rampage, it has been approaching human settlements and attacking hunters as of late.

It is capable of using mud to attack, creating a massive mud wave from swiping its tail. It is also capable of digging into the muddy soil and bursting out, reaching great heights as it does so. Almudron can also create massive mud walls and mud piles, which it can use to trap or block off prey and foes alike. Such a feat is achievable due to the golden fluid it secretes from the tail, which dissolve soil into a muddy mire. Any hunters who get stuck in the golden mud will have their health drained.



Almudron

Gargantuan leviathan, unaligned

Armor Class 17 (natural armor)
Hit Points 186 (12d20 + 60)
Speed 30 ft., burrow 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	8 (-1)	16 (+3)	13 (+1)

Saving Throws Dex +6, Wis +8
Damage Resistances cold, necrotic
Damage Immunities acid
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 15 (13,000 XP) **Proficiency** +5

Acidic Mud. A creature that starts its turn in mud created by the almudron takes 7 (2d6) acid damage.

Create Mud (1/round). When the almudron makes a weapon attack with its tail, it causes one of the following effects based on the attack used:

- **Tail.** Mud travels across the ground in a 30-foot cone behind the target. Each creature on the ground must succeed on a DC 18 Strength saving throw or be pulled to the end of the cone, sink into the mud and be restrained.
- **Tail Slam.** Mud fills each space in a 5-foot radius around the target. The radius is increased to 10-feet when it makes the attack while holding the giant mudball.
- **Tail Slap.** Mud fills each space across the ground in a 60-foot line that is 5-feet wide behind one of the targets. Each creature on the ground must succeed on a DC 18 Strength saving throw or sink into the mud and be restrained.

Muddy. The almudron can create mud with many of its attacks. The area affected by its mud is muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement. A creature that starts its turn, or moves into the area for the first time on a turn must make a DC 18 Strength saving throw or sink into the mud and be restrained. A restrained creature can use an action to end the restrained condition on itself by pulling itself free of the mud. The mud remains in the spaces it fills for 1 hour, or until a creature leaves the space filled with mud.

Standing Leap. The almudron's long jump is up to 40 feet and its high jump is up to 20 feet, without a running start. In addition, the almudron does not incur opportunity attacks while moving with a jump.

Actions

Multiattack. The almudron uses Mud Artillery; then it makes one Tail attack or two Claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack.* +10 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage or 32 (6d8 + 5) bludgeoning damage while holding the giant mudball.

Tail Slap. *Melee Weapon Attack.* +10 to hit, reach 15 ft., two targets within 10 feet of each other. *Hit:* 14 (2d8 + 5) bludgeoning damage or 23 (4d8 + 5) bludgeoning damage while holding the giant mudball.

Mud Artillery. The almudron launches three mud globules into the air. Choose up to three creatures that are at least 10 feet away from it, but no further than 120 feet from it. Each creature must make a DC 18 Dexterity saving throw, taking 7 (2d6) bludgeoning damage and be restrained by the mud on a failed save or half as much damage, and is pushed 5 feet into an unoccupied space of the creature's choice on a successful one. If no unoccupied space is within range, the creature automatically fails its saving throw. If three creatures are not chosen, the remaining globules land in unoccupied spaces.

Mold Giant Mudball (Recharges after a Short or Long Rest). The almudron molds a gigantic mudball that it holds in its tail 15 feet above the ground. The mudball can be attacked and destroyed AC 10; hp 40; vulnerability to fire damage; immunity to acid, poison, and psychic damage). While holding the mudball, the almudron doubles its damage dice on Strength-based tail attacks (included in the attacks), and creatures hit by its tail slam attack must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn. If the almduron lacks the mud to form the ball, it is able to melt the ground with its acid to create the mud needed.

Reactions

Mud Pillars (Recharges after a Long Rest). When the almudron is reduced below half of its maximum hit points, it can move up to its burrow speed away from its location without provoking opportunity attacks. It then causes twelve mud pillars to rise up from the ground in a 40-foot radius around it. Each pillar lasts for 1 minute and fills a 10-foot-square that is 20-feet tall and must be placed at least 5 feet away from another pillar and the almudron. Creatures in the pillar's space when it rises up remain a top of them. When a creature ends its turn on a mud pillar, it sinks 1d4 feet into it.

Legendary Actions

The almudron can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The almudron regains spent legendary actions at the start of its turn.

Jump. The almudron jumps up to 40 feet away.

Tail Slam (Costs 2 Actions). *Melee Weapon Attack.* +10 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage or 41 (8d8 + 5) bludgeoning damage while holding the giant mudball.

Wallow (Costs 3 Actions). The almudron spins in a circle causing mud to fill the area in a 15-foot radius around it.

Almudron

Challenge Rating 15 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Almudron Scale	(A,W)
6-9	4-7	Almudron Shell	(A,W)
10-13	—	Almudron Fin	(A,W)
14-15	—	Almudron Whisker	(A,W)
—	8-9	Almudron Tail	(A,W)
16-18	10-11	Golden Muck	(A,W)
—	12-18	Almudron Claw	(A,W)
19	19	Almudron Plate	(A,W)
20	20	Golden Almudron Orb	(A,W)

ARMOR MATERIAL EFFECTS

Almudron Scale
While wearing this armor, you are always dirty. You leave muddy footprints, your hands are always dirty, and shaking out your hair causes a small pile of dirt to form on the ground.

Almudron Shell
While wearing this armor you ignore difficult terrain created by muddy terrain, swamps, or other water sources that are waist deep.

Almudron Fin
You have resistance to acid damage while you wear this armor.

Almudron Whisker
Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Almudron Tail
Tool Specialist. While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

Golden Muck
Your armor is caked in a mud like substance increasing your AC by 3. Each time you are hit, some of the mud breaks off reducing the bonus by 1. The mud reforms on your armor when you finish a long rest.

Almudron Claw
Pack Rat. While you are attuned to this armor, your party can gather double the normal number of resources available on a hunt.

Almudron Plate
You gain a burrowing speed of 20 feet while you wear this armor.

Golden Almudron Orb
You are immune to lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Almudron Scale
This weapon is so finely constructed it never needs maintenance, cannot rust or tarnish.

Almudron Shell
While attuned this weapon, you can cast the *mold earth* cantrip at will.

Almudron Fin
This weapon has 5 runes that it regains daily at dawn. When you hit a creature or object with this weapon, you can expend a rune to cause the ground in a 20-foot radius around the target to become muddy for 1 minute. The muddy area is difficult terrain.

Almudron Whisker *(Charge Blade & Switchaxe Only)*
Rapid Morph. While attuned to this weapon, you can switch its modes as a free action.

Almudron Tail
When you make a weapon attack with this weapon and roll a 20 for the attack roll, the ground below the creature turns to mud and the creature must succeed on a DC 15 Strength saving throw or sink into it. The muddy area is difficult terrain. While in the mud, the creatures burrow, climbing, flying, and swimming speed is reduced to 0.

Golden Muck *(Druid, Wizard, artificer Only)*
You know the *transmute rock* spell. If you have to prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Almudron Claw
Your weapon deals an extra 1d8 acid damage.

Almudron Plate
When you hit a creature with a range weapon attack, you can use a bonus action to pull the creature 10 feet towards you.

Golden Almudron Orb
While you are attuned to this weapon you can speak its command word as an action, to cause a pillar of mud to erupt from the ground at a point of your choosing within 40 feet of you. The pillar remains for 1 minute and fits in a 10-foot square and is 20 feet tall. Creatures in the pillar's space when it rises up remain on top of them. A creature, besides you, takes 1d8 acid damage when it touches the pillar for the first time on a turn, or ends its turn on the mud pillar.

Magma Almudron

Magma Almudron are bluish gray and crimson in color, with a red glow that can be seen through the seams between its shell. It is noticeably smaller than a normal Almudron.

Magma Almudron skillfully uses its tail to spread magma along the ground. Magma Almudron can secrete a special liquid which allows it to melt the the ground itself. This allow it to dig into the hot volcanic ground, and by doing so, causes some of its body parts to heat up and soften. It can creates pillars of magma to stand on before it eventually explodes. It can also hold a magma-mud ball with its tail like how the normal Almudron holds a mud ball. It can use the magma bad like a bludgeon to hit its foes before it explodes the moment it hits the ground

Magma Almudron

Gargantuan leviathan, unaligned

Armor Class 19 (natural armor)
Hit Points 214 (13d20 + 78)
Speed 30 ft., burrow 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	8 (-1)	16 (+3)	13 (+1)

Saving Throws Dex +7, Con, +12, Wis +9
Damage Immunities acid, fire, necrotic
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 17 (18,000 XP) **Proficiency** +6

Standing Leap. The almudron's long jump is up to 40 feet and its high jump is up to 20 feet, without a running start. In addition, the almudron does not incur opportunity attacks while moving with a jump.

Softened Body. When the almudron emerges from underground, while in volcanic terrain, its AC is reduced by 2 until the end of its next turn.

Magma Boulder. When the almudron emerges from the ground roll a d6. On a 4-6, three magma boulders appear in random spaces within 20 feet of the almudron. On initiative count 20 (losing all ties) the rocks explode and each creature in a 10-foot radius around a rock must succeed on a DC 19 Dexterity saving throw or take 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The almudron two Claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage or 32 (6d8 + 5) bludgeoning plus 14 (4d6) fire damage while holding the magmaball. Once per turn, the almudron can cause one of the following additional effects (choose one or roll a d4):

1-2: Knockdown. If the target is a creature it must succeed on a DC 19 Strength saving throw or be pushed 10 feet away and knocked prone.

3-4: Magmawave. Magma pools form behind the target and flow across a 30-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Magma Tail Explosion (Recharge 5-6). While underground the almudron moves up to its burrow speed and emerges from the ground and slams its tail creating an explosion under it. Each creature in a 15-foot-radius sphere of the almudron must make a DC 19 Dexterity saving throw, taking 38 (7d10) fire damage or 55 (10d10) fire damage if the almudron is holding a magmaball on a failed save, or half as much damage on a successful one. Additionally, if the almudron was holding a magmaball, it is destroyed.

Magma Drive (Recharges after a Short or Long Rest). The almudron moves up to doubles its burrow speed along the surface, leaving a magma boulder in a space adjacent to it for every 10 feet it moves. On initiative 20 (losing all ties), the magma boulders explode as described in the Magma Boulder trait.

Legendary Actions

The almudron can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The almudron regains spent legendary actions at the start of its turn.

Attack. The almudron makes one Claw attack.

Jump. The almudron jumps up to 40 feet away.

Tail Swipe (Costs 2 Actions). Each creature in a 10-foot long line that is 15-feet wide adjacent to the almudron must make a DC 18 Strength saving throw, taking 18 (3d8 + 5) bludgeoning damage and be knocked prone on a failed save, or half as much on a successful one.

Mold Magma Ball (Costs 3 Actions). The almudron molds a large magmaball that it holds in its tail. The magmaball can be attacked and destroyed AC 15; hp 40; vulnerability to cold damage; immunity to fire, poison, and psychic damage). While holding the magmaball, the almudron doubles its damage dice on its Tail attack (included in the attack). If the almduron lacks the magma to form the ball, it is able to super heat thee ground with its body to create the magma needed.

Magma Almudron

Challenge Rating 17 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Magmadron Shard	(A,W)
6-9	4-8	Magmadron Cortex	(A,W)
10-13	—	Large Magmadron Fin	(A,W)
14-15	9-11	Magmadron Hardwhisker	(A,W)
—	12-16	Magmadron Tail	(A,W)
16-19	17-18	Inferno Lava Mud	(A,W)
20	19-20	Magmadron Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Magmadron Shard
While wearing this armor, veins of flowing lava cover your armor. When you take the armor off, the lava hardens into obsidian.

Magmadron Cortex
While wearing this armor you ignore difficult terrain created volcanic terrain and you have a swim speed equal to your walking speed while in lava.

Large Magmadron Fin
You have resistance to fire damage while you wear this armor.

Magmadron Hardwhisker
Pack Rat. While you are attuned to this armor, your party can gather double the normal number of resources available on a hunt.

Magmadron Tail
Resuscitate. You have advantage on Dexterity saving throws if you are suffering from a condition.

Inferno Lava Muck
Heroics. While below 25% of your maximum hit points your weapon attacks deal 1d4 extra damage and you have resistance to all damage except psychic damage.

Magmadron Mantle
Guard Up. When you fail a Dexterity or Strength saving throw, you can use your reaction to use your AC in place of your roll. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Magmadron Shard
Geologist+. When you successfully gather a mining resource, you instead gather 1d4.

Magmadron Cortex
While attuned this weapon, you can cast the *mold earth* cantrip at will.

Large Magmadron Fin
Blast Coat. This material provides one of the following weapon properties depending on which weapon it is placed in:

- *(Bow)* Your blast coating deals an extra 1d6 fire damage.
- *(Dual Repeaters)* When you hit a create with your empowered blaze ammo, it now ignites the terrain in a 5-foot line extending from you to the target. The terrain remains on fire until the start of your next turn. A creature that moves into the fire for the first time on a turn or ends it turn in the flames takes 1d6 fire damage.
- *(Heavy Bowgun)* Your cluster ammo deals an extra 2d6 fire damage.
- *(Light Bowgun)* Your flaming ammo now bypasses a creatures resistance to fire damage.

Magmadron Hardwhisker
Your weapon deals an extra 1d8 fire damage.

Magmadron Tail
Crisis. While suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d10 spell or weapon damage.

Inferno Lava Muck *(Spellcaster Only)*
Whenever you cast a spell of 1st-level or higher, lava erupts from the ground around you. any creature within 5 feet of you takes 9 (2d8) points of fire damage. Also when you cast a spell that deals fire damage, it deals extra damage equal to 2 times the spells level as fire damage.

Magmadron Mantle
Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

Gobul

Gobul is a uniquely evolved Leviathan reminiscent of angler and puffer fish. Its body is covered in purple scales, and a bright, bioluminescent lure dangles from its forehead. It possesses a gargantuan mouth filled with equally formidable teeth. Its back features an array of retractable spines, and its tail is tipped with quills containing powerful neurotoxins, which can paralyze both predator and prey. The Gobul doesn't produce these toxins, but receives them through its food. The neurotoxin exists in the ecosystem in small quantities and gets concentrated to the top of the food chain. Gobul uses this toxin mainly for self-defense, but they will sometimes use it to paralyze its prey during mimicry.

Gobul's massive mouth and throat mean that it can swallow prey almost as large as itself completely whole. Its lure can violently emit blinding flashes of light to disorient prey to make for an easy meal. Bioluminescent microorganisms are cultured in Gobul's lantern sphere, and are stimulated by shaking. It could be said that the microbial organisms that are emitting the intense light have a symbiotic relationship with the Gobul. Another theory suggests that by shaking its lantern, Gobul secretes a substance that causes a chemical reaction with the microbes to cause the flash.

It is capable of puffing out its body like a balloon to appear more imposing.

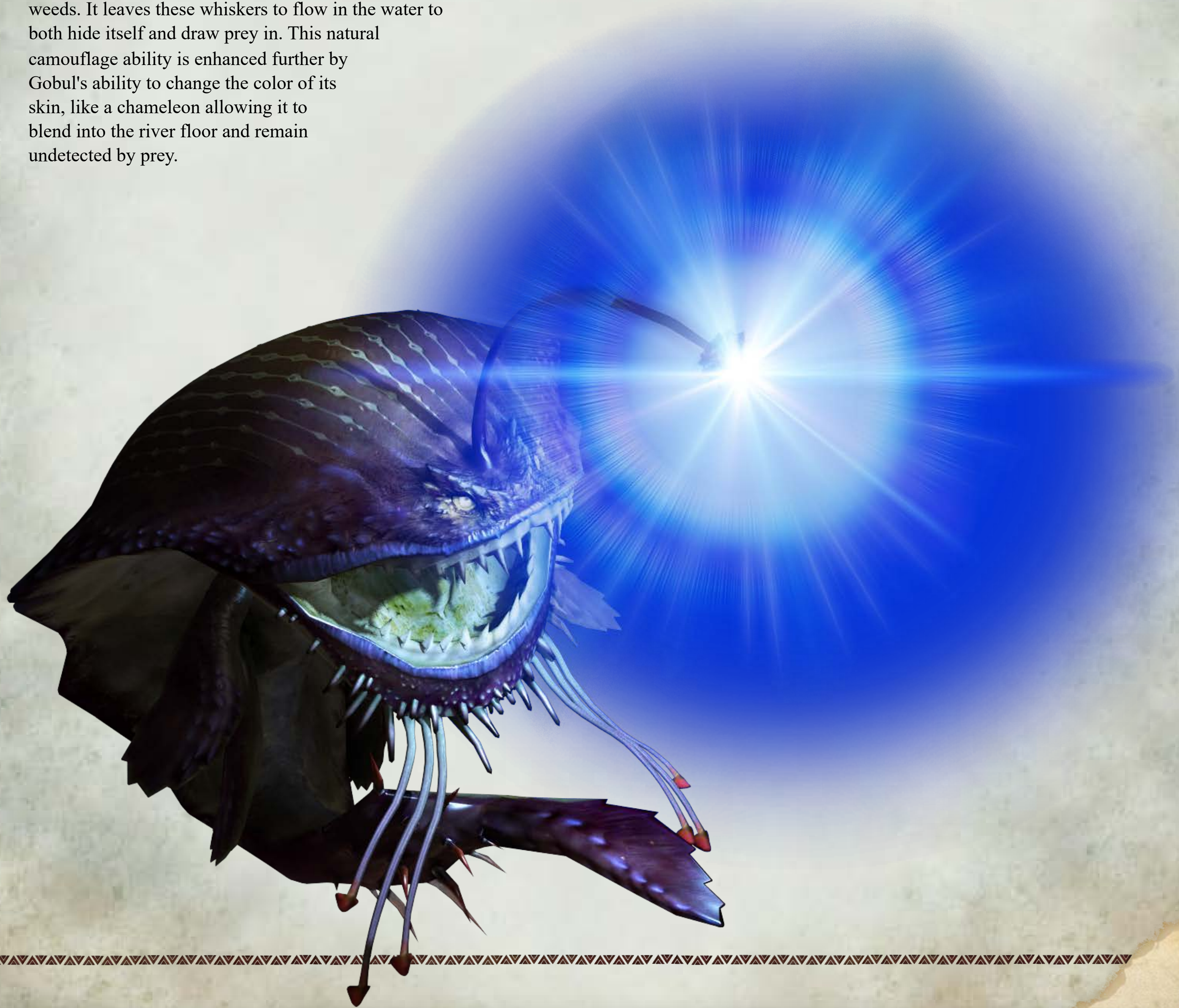
Gobul has a display of whiskers on its chin, mimicking air weeds. It leaves these whiskers to flow in the water to both hide itself and draw prey in. This natural camouflage ability is enhanced further by Gobul's ability to change the color of its skin, like a chameleon allowing it to blend into the river floor and remain undetected by prey.

Gobul isn't particularly aggressive, preferring to hide in the sediment at the bottom of the river. However, when drawn from its hiding place by hunger or agitated, it shows a surprising ability to fend off foes, outmaneuvering them in the water and sucking them into its mouth. It will even attempt to fight predators on land, where it is at a disadvantage, before retreating back to the water. It seems to be enemies with Royal Ludroth, for hunters have seen the two attack each other for territory and/or food.

Despite the Guild knowing about young Gobuls, they know very little about the adults. Gobul found at sea have been found to have developed eggs within their body, and it is believed that they swim out to sea to breed. However, it is only a theory as no fully developed adults have been discovered. It is believed that the adults are either hidden mimicking the sea bottom or have a completely different appearance.

Gobling

A young gobul is known as a gobling. They are roughly the size of a young arzuros with hard shells to protect them. As they grow the hardshell softens allowing the gobul to expand like its adult counterpart.



Gobul

Large leviathan, unaligned

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	7 (-2)	12 (+1)	14 (+2)

Skills Perception +4, Stealth +5
Damage Immunities acid, necrotic
Condition Immunities paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP) **Proficiency** +3

Amphibious. The gobul can breathe air and water.

Lure. While hidden, the gobul can use the lure on its head to create a mesmerizing flash of lights. Any creature that can see the lure, must make a DC 13 Wisdom saving throw or be charmed for 1 minute by the gobul or until the gobul does something harmful to the creature. While charmed in this way, the creature can only use its turn to move towards the lure.

Natural Camouflage. While the gobul remains motionless on river bed, lake bottom, or sea floor, it is indistinguishable from common water plants.

Actions

Multiattack. The gobul makes one Bite attack and one Tail attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, or 17 (3d8 + 4) piercing damage while enlarged.

Tail. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, or 20 (3d10 + 4) piercing damage while enlarged. If the target is a creature, it must make a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Blinding Flash The gobuls bioluminescent lure emits blinding flashes of light in a 30-foot radius. Each creature in the area, must make a DC 15 Constitution saving throw or be blinded until the end of its next turn.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the gobul magically increases in size, along with anything it is wearing or carrying. While enlarged, the gobul is Huge, rolls one additional weapon damage die on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the gobul lacks the room to become Large, it attains the maximum size possible in the space available.

Swallow. The gobul makes one Bite attack against a Medium or smaller creature that is paralyzed or charmed. If the attack hits, the target takes the bite's damage and the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the gobul, and it takes 10 (3d6) acid damage at the start of each of the gobul's turns. The gobul can swallow three creatures while enlarged, or two when not enlarged.

If the gobul takes 19 damage or more on a single turn from a creature inside it, the gobul must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the gobul. If the gobul dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Vortex (Recharge 5-6). While underwater, the gobul opens its mouth swallowing everything in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw or be swallowed by the gobul without it making a Bite attack, even if the creature is not paralyzed or charmed. If the gobul cannot swallow all the creatures, it swallows the closest creature first and can use its bonus action to bite one additional creature that failed the saving throw.

Legendary Actions

The gobul can take 1 legendary action, choosing from the options below. The legendary action option can be used at the end of another creature's turn. The gobul regains the spent legendary action at the start of its turn.

Blind. The gobul uses Blinding Flash.

Devour. The gobul makes a Bite attack or uses Swallow on a paralyzed or charmed creature.

Roll (Must be Enlarged). The gobul extends its retractable spines on its back, before rolling over and moving up to half its movement speed. During this move, it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the gobul moves through must make a DC 15 Dexterity saving throw, taking 11 (2d6 + 4) piercing damage and be paralyzed for 1 minute on a failed save, or half as much damage and isn't paralyzed on a successful one. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Gobul

Challenge Rating 7 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-7	Gobul Hide	(A)
8-12	8-12	Gobul Spike	(A,W)
13-15	13-16	Gobul Paralysis Sac	(W)
16-17	—	Gobul Fin	(A,W)
18-19	17-19	Gobul Whisker	(A,W)
20	20	Gobul Lantern	(A,W)

ARMOR MATERIAL EFFECTS

Gobul Hide
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to acid damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Gobul Spike
Whenever you make a saving throw against the paralyzed condition, you do so with a +2 bonus.

Gobul Fin
You have a swimming speed of 40 feet while you wear this armor.

Gobul Whisker
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Gobul Lantern
While attuned to this armor, you can use an action to conjure a globe of thick glass in your hand. You can speak its command word to cause it to emanate the *light* or *daylight* spell. Once used, the *daylight* effect can't be used again until the next dawn.

You can speak another command word as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe light winks out, it sinks gently to the ground and vanishes.

When you place the globe into your hand, you can use an action to cause it to vanish in a puff of smoke.

WEAPON MATERIAL EFFECTS

Gobul Spike
This weapon has 3 runes. While you carry it, you can use an action and expend 1 rune to cast the *dominate beast* (save DC 15) spell from it, on a beast that has an innate swimming speed. This weapon regains 1d3 expended runes daily at dawn.

Gobul Paralysis Sac
This weapon has 3 runes which are regained every day at dawn. When you hit a creature with this weapon, you can expend a rune to have the target make a DC 13 Constitution saving throw. On a fail the creature is incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature can repeat its saving throw at the end of its turn, ending the effect on a success.

Gobul Fin
Archaeologist. When you successfully gather a bone resource, you instead gather 2.

Gobul Whisker
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Gobul Lantern *(Bard, Cleric, Druid, Sorcerer, Warlock, & Wizard Only)*
While attuned to this weapon, you can use an action to cast the *hold person* spell at 2nd level from it, without expending a spell slot. Once used, this property can't be used again until the next dawn.

DM Note: Gobul Spike

While using these loot tables in a Monster Hunting setting *(which you most likely are)*, the gobul spike material will also work on Leviathans, Amphibians, Carapaceons and Piscine Wyverns in the **Monster Hunter Monster Manual** that has an innate swim speed.

Gobling

Medium leviathan, unaligned

Armor Class 16 (natural armor)
Hit Points 77 (14d8 + 14)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	4 (-3)	10 (+0)	10 (+0)

Skills Perception +2, Stealth +3
Damage Resistances acid
Condition Immunities paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 3 (700 XP) **Proficiency** +2

Amphibious. The gobling can breathe air and water.

Lure. While hidden, the gobling can use the lure on its head to create a mesmerizing flash of lights. Each creature that can see the lure, must make a DC 10 Wisdom saving throw or be charmed for 1 minute by the gobling or until the gobling does something harmful to the creature. While charmed in this way, the creature can only use its turn to move towards the lure.

Natural Camouflage. While the gobling remains motionless on river bed, lake bottom, or sea floor, it is indistinguishable from common water plants.

Actions

Multiattack. The gobling makes one Bite attack and one Tail attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the gobling can't bite another target.

Tail. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Swallow. The gobling makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gobling, and it takes 5 (2d4) acid damage at the start of each of the gobling's turns. The gobling can have only one target swallowed at a time. If the gobling dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

Bonus Actions

Blinding Flash (recharge 6). The gobling's lure emits blinding flashes of light in a 15-foot cone. Each creature in the area is blinded until the start of the gobling's next turn, unless it uses its reaction to avert its eyes.

Gobling

Challenge Rating 3 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-9	1-7	Gobling Hide	(A,W)
10-14	8-12	Gobling Fin	(A,W)
15-19	13-18	Gobling Whisker	(A,W)
20	19-20	Gobling Lantern	(O)

ARMOR MATERIAL EFFECTS

Gobling Hide
You reduce acid damage you take by 3 while you wear this armor.

Gobling Fin
Whenever you make a saving throw against the paralyzed condition, you do so with a +1 bonus.

Gobling Whisker
While wearing this armor, you can use a bonus action to speak its command word to ignite the magic within it, causing it to flare brilliantly. Any creature within a 10-foot radius of you must use its reaction to shield its eyes or be blinded until the end of its next turn. Once used, you can't use this property again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Gobling Hide
While holding your weapon, you can speak a command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into the weapon.

Gobling Fin
This weapon has 3 runes. While you carry it, you can use an action and expend 1 rune to cast the *dominate beast* (save DC 11) spell from it, on a beast that has an innate swimming speed. This weapon regains 1d3 expended runes daily at dawn.

Gobling Whisker *(Ranged Weapon Only)*
While underwater, your weapon's normal attack range is doubled.

OTHER MATERIAL EFFECTS

Gobling Lantern
When placed into a trinket, that trinket becomes a driftglobe (DMG p.166) while you are attuned to it.

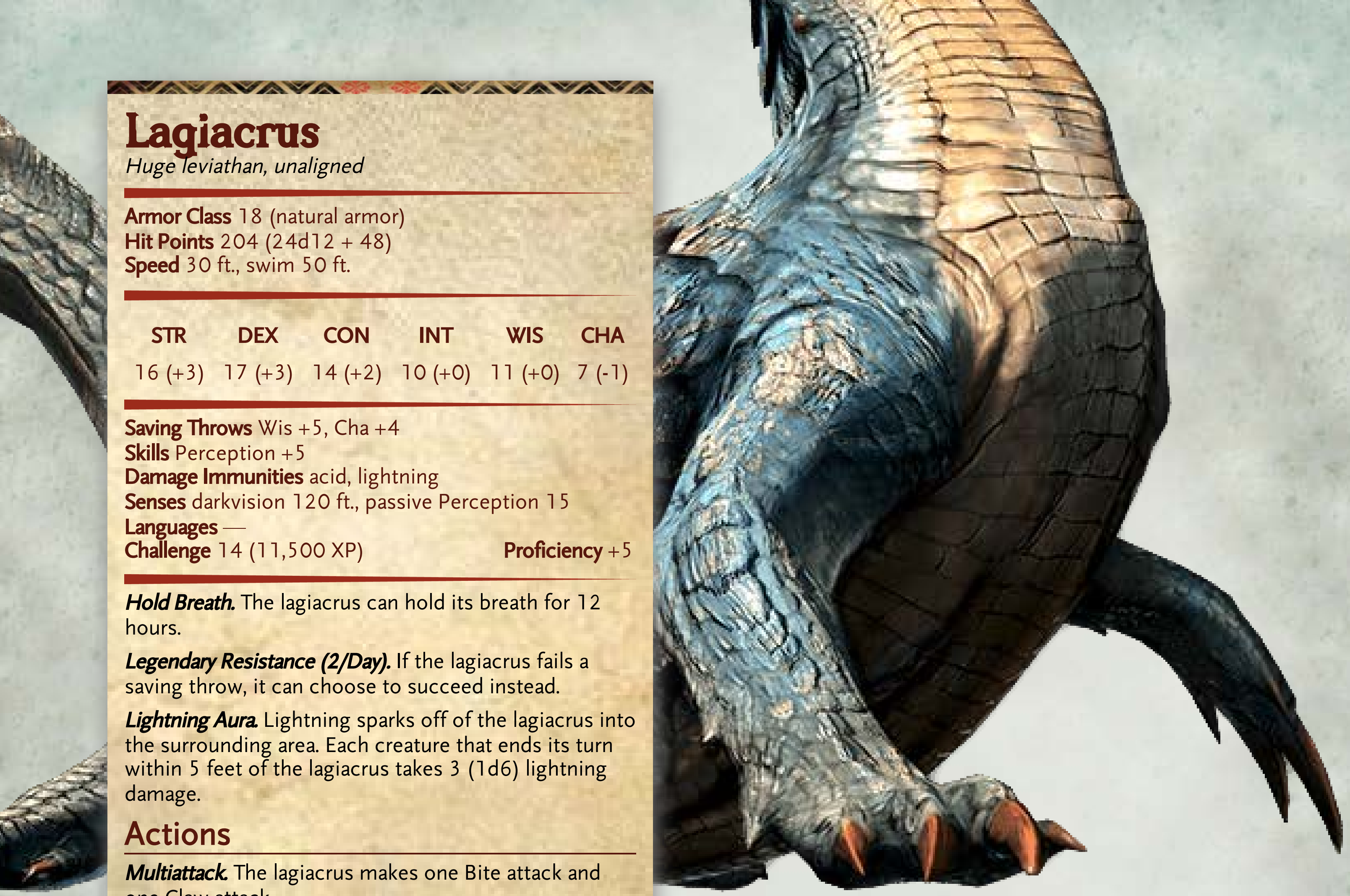
Lagiacrus

The Lagiacrus is one of the most famous and feared Leviathan. A large water monster It sits comfortably at the top of the oceanic food chain. It is the top predator of its habitat, and even predators such as Rathalos and Rathian prefer to keep out of its way. Of course being the Lagiacrus' only real competition besides each other, the Fire Wyverns would be considered a threat to a Lagiacrus, as would a Lagiacrus to a Fire Wyvern. Lagiacrus's control of Thunder Element makes it a dangerous adversary in the aquatic habitat it resides, even for the well defended Gobul. Even Plesioth that migrate to tropical islands and flooded forests would be wary of the large and powerful leviathan as its powerful electrical attacks can easily cripple or even kill the Piscine Wyvern. This would cause Plesioth to avoid Lagiacrus at all costs. Lagiacrus are known to feed on fish, lobsters, Kelbi, Aptonoth, and Epioth.

Lagiacrus are highly aggressive Leviathans that are the "Lord of the Sea". To hunt down and capture prey, Lagiacrus will swim in a circle to form a whirlpool. These whirlpools are used to suck up fish and other prey so Lagiacrus can shock them to death before feeding on their quarry. These whirlpools are occasionally used to sink boats and ships.

Lagiacrus is a large, blue aquatic leviathan , adapted to life in tropical waters. When a Lagiacrus is fully sunbathed, it turns a dry grayish-blue color and its dermal spikes turn a pale red. When it returns to the water, Lagiacrus regains a striking deep blue color and its spikes return to their original color of a very light beige.

Its hood-like structure allows it to swim through the water much quicker along with the help of its tail and limbs. Lagiacrus are able to stay submerged underwater for up to half a day without coming out for air. The large dorsal spikes on its back are used to release its electric attacks alongside a possible electro sac below each spike. It's able to release this electricity by contracting its cells at high speeds inside its muscles. When it does this some of the electricity actually combines with some of the mucus in its mouth, allowing it to spit out lightning projectiles from its mouth. In other regions, the Lagiacrus is able to bend the lightning it creates around it, how it does this is still unknown. It is known to come ashore to regain its strength after discharging or to rest when it's tired.



Lagiacrus

Huge leviathan, unaligned

Armor Class 18 (natural armor)
Hit Points 204 (24d12 + 48)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	10 (+0)	11 (+0)	7 (-1)

Saving Throws Wis +5, Cha +4
Skills Perception +5
Damage Immunities acid, lightning
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 14 (11,500 XP) **Proficiency** +5

Hold Breath. The lagiacrus can hold its breath for 12 hours.

Legendary Resistance (2/Day). If the lagiacrus fails a saving throw, it can choose to succeed instead.

Lightning Aura. Lightning sparks off of the lagiacrus into the surrounding area. Each creature that ends its turn within 5 feet of the lagiacrus takes 3 (1d6) lightning damage.

Actions

Multiattack. The lagiacrus makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage + 3 (1d6) lightning damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Lightning ball (Recharge 5-6). The lagiacrus exhales a ball of lightning which explodes at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The lagiacrus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lagiacrus regains spent legendary actions at the start of its turn.

Claw Attack. The lagiacrus makes a Claw attack.

Detect. The lagiacrus makes a Wisdom (Perception) Check.

Lightning Charge (Costs 2 Actions). The lagiacrus moves up to its speed. During this move, it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the lagiacrus moves through must succeed on a DC 15 Dexterity saving throw or take 13 (3d6 + 3) lightning damage and be paralyzed until the end of its next turn.

Lagiacrus

Challenge Rating 14 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Lagiacrus Hide	(A,W)
6-8	—	Lagiacrus Scale	(A,W)
9-11	6	Lagiacrus Claw	(A,W)
—	7-9	Lg Monster bone	(O)
12-13	—	Lagiacrus Tail	(A,W)
14-16	10-12	Wyvern Claw	(W)
17-18	13-14	Lagiacrus Horn	(A,W)
19	15-19	Shell Shocker	(W)
20	20	Lagiacrus Plate	(A,W)

ARMOR MATERIAL EFFECTS

Lagiacrus Hide
Olympic Swimmer. You have a swimming speed of 40 feet while wearing this armor and your swim speed increases by an additional 10 feet for every lagiacrus material you have in your weapon, armor, or trinket.

Lagiacrus Scale
While outside, as an action, you can strike a pose to call down a bolt of lighting from the sky that strikes in the distance behind to help create an intimidating scene. Each creature must make a DC 17 Charisma saving throw or

be intimidated by you for 1 minute. A creature that is intimidated by you, will do what it takes to appease you or get rid of you.

Lagiacrus Claw
Pro Fisherman. When you catch fish, you instead catch 1d4.

Lagiacrus Tail
When a creature hits you with a melee weapon attack while you wear this armor, you can use your reaction to use the shove action and push the attacker away from you.

Lagiacrus Horn
You have resistance to lighting damage while you wear this armor.

Lagiacrus Plate
You have resistance to lightning and thunder damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Lagiacrus Hide *(Bow Only)*
Bow Charge Plus. While attuned to this weapon, you can use your dragonpiercer one additional time between rests and it recharges after a Short or Long rest.

Lagiacrus Scale
While holding this weapon, you can use an action to cast the *spider climb* spell from it. Once used, this property can't be used again until the next dawn.

Lagiacrus Claw
Your weapon deals an extra 1d6 lightning damage.

Lagiacrus Tail.
Abnormal Status Atk up (M). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

Wyvern Claw
Your weapon deals an extra 1d8 lightning damage.

Lagiacrus Horn
This weapon has 4 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 16 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature can repeat its saving throw at the end of its turns, ending the effect on a success. The weapon regains 1d4 expended runes daily at dawn.

Shell Shocker
Awaken. When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls one extra damage die when it hits. For example a shortsword now rolls 2d6 and a greatsword deals 3d6.

Lagiacrus Plate *(Light Bowgun Only)*
Rapid Fire. Whenever you use the attack action on your turn using this weapon, you can make a single attack with it as a bonus action.

OTHER MATERIAL EFFECTS

Lg Monster bone
Very rare armor upgrade material.

Young Lagiacrus

Large leviathan, unaligned

Armor Class 16 (natural armor)
Hit Points 180 (24d10 + 48)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	8 (-1)	11 (+0)	7 (-1)

Saving Throws Wis +3, Cha +2
Skills Perception +3
Damage Immunities acid, lightning
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 8 (3,900 XP) **Proficiency** +3

Hold Breath. The lagiacrus can hold its breath for 12 hours.

Legendary Resistance (1/Day). If the lagiacrus fails a saving throw, it can choose to succeed instead.

Lightning aura. Lightning sparks off of the lagiacrus into the surrounding area. Any creature that ends its turn within 5 feet of the lagiacrus takes 3 (1d6) lightning damage.

Actions

Multiattack. The lagiacrus makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage + 2 (1d4) lightning damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Lightning ball (Recharge 5-6). The lagiacrus exhales a ball of lightning which explodes at a point it can see within 60 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 27 (5d10) lightning damage on a failed save or half as much damage on a successful one.

Young Lagiacrus

Challenge Rating 8 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-7	Y.Lagiacrus Hide	(A)
7-11	8-15	Y.Lagiacrus Scale	(A,W)
12-15	16	Y.Lagiacrus Claw	(W)
—	17-19	Med Monster Bone	(O)
16-19	—	Y.Lagiacrus Tail	(A,W)
20	20	Y.Lagiacrus Horn	(A,W)

ARMOR MATERIAL EFFECTS

Y.Lagiacrus Hide
Guard. You cannot be pushed or knocked backwards while you wear this armor.

Y.Lagiacrus Scale
While outside, as an action, you can strike a pose to call down a bolt of lighting from the sky that strikes in the distance behind to help create an intimidating scene. Each creature must make a DC 13 Charisma saving throw or become intimidated by you for 1 minute. A creature that is intimidated by you, will do what it takes to appease you or get rid of you.

Y.Lagiacrus Tail
Champion Swimmer. You have a swimming speed of 30 feet while wearing this armor and your swim speed increases by an additional 10 feet for every young lagiacrus or lagiacrus material you have in your weapon, armor, or trinket.

Y.Lagiacrus Horn
You have resistance to lighting damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Y.Lagiacrus Scale *(Spellcaster Only)*
While attuned to this weapon, you know the *lightning lure* cantrip. If you already know it, you gain a +1 bonus to its spell save DC.

Y.Lagiacrus Claw
Your weapon deals an extra 1d6 lightning damage.

Y.Lagiacrus Tail.
Abnormal Status Atk up (S). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.

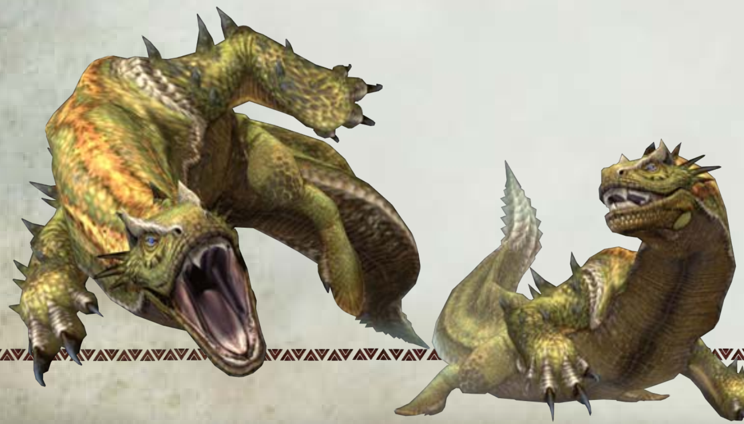
Y.Lagiacrus Horn
Critical Status (Incapacitate). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is incapacitated until the end of its next turn.

OTHER MATERIAL EFFECTS

Med Monster bone
Rare armor upgrade material.

Ludroth

Ludroth are mostly yellow-green in coloration, with long, sinewy bodies that enable swift and sweeping underwater movements to confuse their prey. Their claws are stubby, but effective, and their strong tails end in reinforced bony segments. Powerful jaws allow for moderately strong biting attacks. The majority of Ludroth are female, and form harems around the male Royal Ludroth.



Ludroth

Medium leviathan, unaligned

Armor Class 12 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13(+1)	8 (-1)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Amphibious. The ludroth can breathe air and water.

Actions

Headbutt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the ludroth moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. The target must make a DC 11 Constitution saving throw or be afflicted with waterblight for 1 minute on a failed save, or half as much damage and is not afflicted on a successful save. The target can repeat the saving throw at the end of each of its turns, end the effect on a successful save.

Ludroth

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-10	Hydro Hide	(A,W)
11-16	Immature Sponge	(W)
17-20	Sm Monster Bone	(O)

ARMOR MATERIAL EFFECTS

Hydro Hide
While wearing this armor, you have a swimming speed equal to your walking speed.

WEAPON MATERIAL EFFECTS

Hydro Hide
Expert Fisherman. When you catch fish, you instead catch two.

Immature Sponge
You have advantage on checks to find a fishing spot and to catch any fish while attuned to this weapon.

OTHER MATERIAL EFFECTS

Sm Monster Bone
Uncommon weapon upgrade material.

Baby Ludroth

Small leviathan, unaligned

Armor Class 10
Hit Points 21 (6d6)
Speed 25 ft., swim 25 ft.

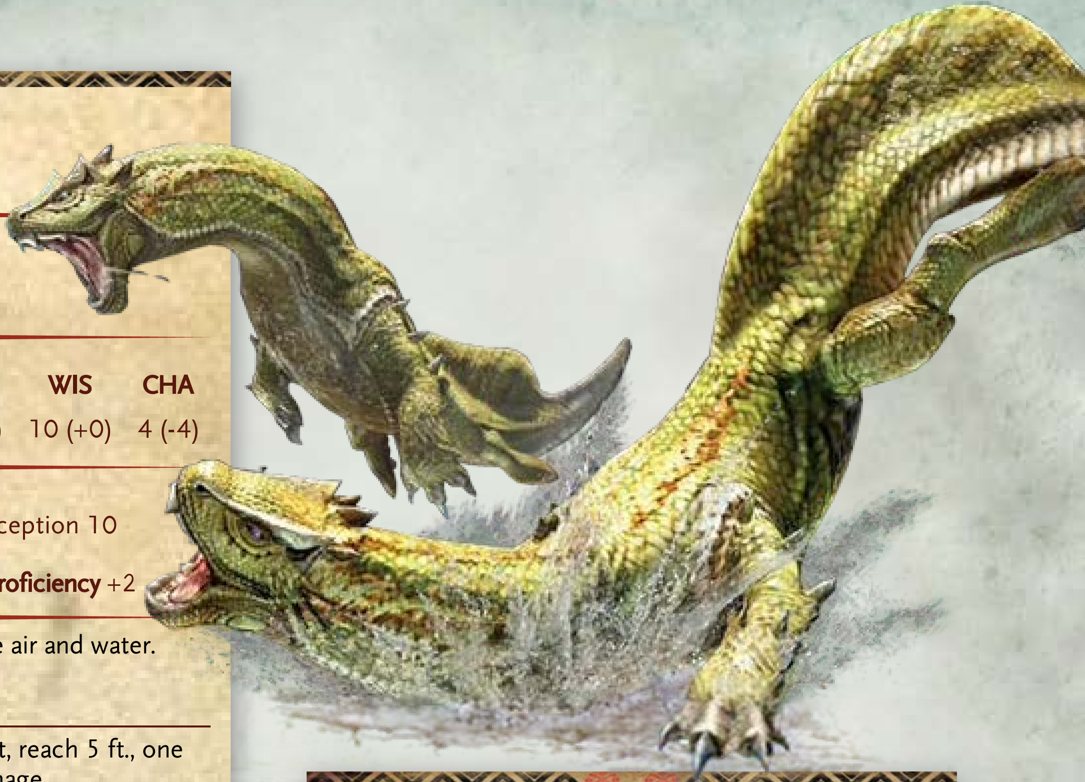
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10(+0)	3 (-5)	10 (+0)	4 (-4)

Skills Stealth +2
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Amphibious. The ludroth can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



Baby Ludroth

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-10	Immature Sponge	(W)
11-20	Ludroth Hide	(A)

ARMOR MATERIAL EFFECTS

Ludroth Hide
You have a swimming speed of 20 feet while you wear this armor.

WEAPON MATERIAL EFFECTS

Immature Sponge
You have advantage on checks to find a fishing spot and to catch any fish while you wear this armor.

Royal Ludroth

The royal ludroth has a crown-like crest composed of several finger-like appendages tipped with black spikes as well as a large, spongy yellow mane. It has a long, serpentine body with four squat limbs. Its hind pair of legs are shaped like paddles for swimming, and its foremost pair are more muscular, tipped with developed digits ending in long black claws.

Like great jaggi, the males of the ludroth species increase in size and develop physical changes that set them apart from younger males and the opposite gender, in this case a large, spongy mane. This mane absorbs water like a sponge, allowing the royal ludroth to survive out of water for some time.

Royal ludroth are rather calm in nature when not disturbed but, can be provoked easily. A harem of ludroth are lead by only one royal ludroth and the harem usually has only about ten females in it. Most harems aren't very big.

Royal Ludroth

Large leviathan, unaligned

Armor Class 15 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	13 (+1)	7 (-2)

Damage Immunities acid, necrotic
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 5 (1,800 XP) **Proficiency** +3

Amphibious. The royal ludroth can breathe air and water.

Actions

Multiattack. The royal ludroth makes two Claw attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, it must make a DC 14 Constitution saving throw or be afflicted with waterblight for 1 minute. The target can repeat the saving throw at the end of each of its turns, end the effect on a successful save.

Mucus Spit (Recharge 5-6). The royal ludroth spits a glob of mucus at point within 60 feet of it. Each creature in a 5-foot radius of that point must make a DC 15 Dexterity saving throw, taking 17 (5d6) acid damage and be afflicted with waterblight for 1 minute on a failed save, or half as much damage and isn't afflicted with waterblight on a successful save. The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

Royal Ludroth

Challenge Rating 5 **Carves/Captures** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	Spongy Hide	(A)
5-9	3-4	R.Ludroth Scale	(A)
10-12	5-7	R.Ludroth Claw	(A,W)
13-14	8-12	Dash Extract	(O)
15-16	13-16	Royal Aqua Sac	(A,W)
17-19	17-19	R.Ludroth Tail	(A,W)
20	20	R.Ludroth Crest	(A,W)

ARMOR MATERIAL EFFECTS

Spongy Hide
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to acid damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

R.Ludroth Scale
While wearing this armor, you gain +2 AC while completely submerged in water.

R.Ludroth Claw
Expert Fisherman. When you catch fish, you instead catch two.

Royal Aqua Sac
You can hold your breath underwater for twice as long as normal.

R.Ludroth Tail
Divine Blessing. When you take damage you are not immune or resistant to, roll a d4 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

R.Ludroth Crest
Constitution. The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

WEAPON MATERIAL EFFECTS

R.Ludroth Claw
This weapon deals maximum weapon damage to a creature that has an innate swimming speed.

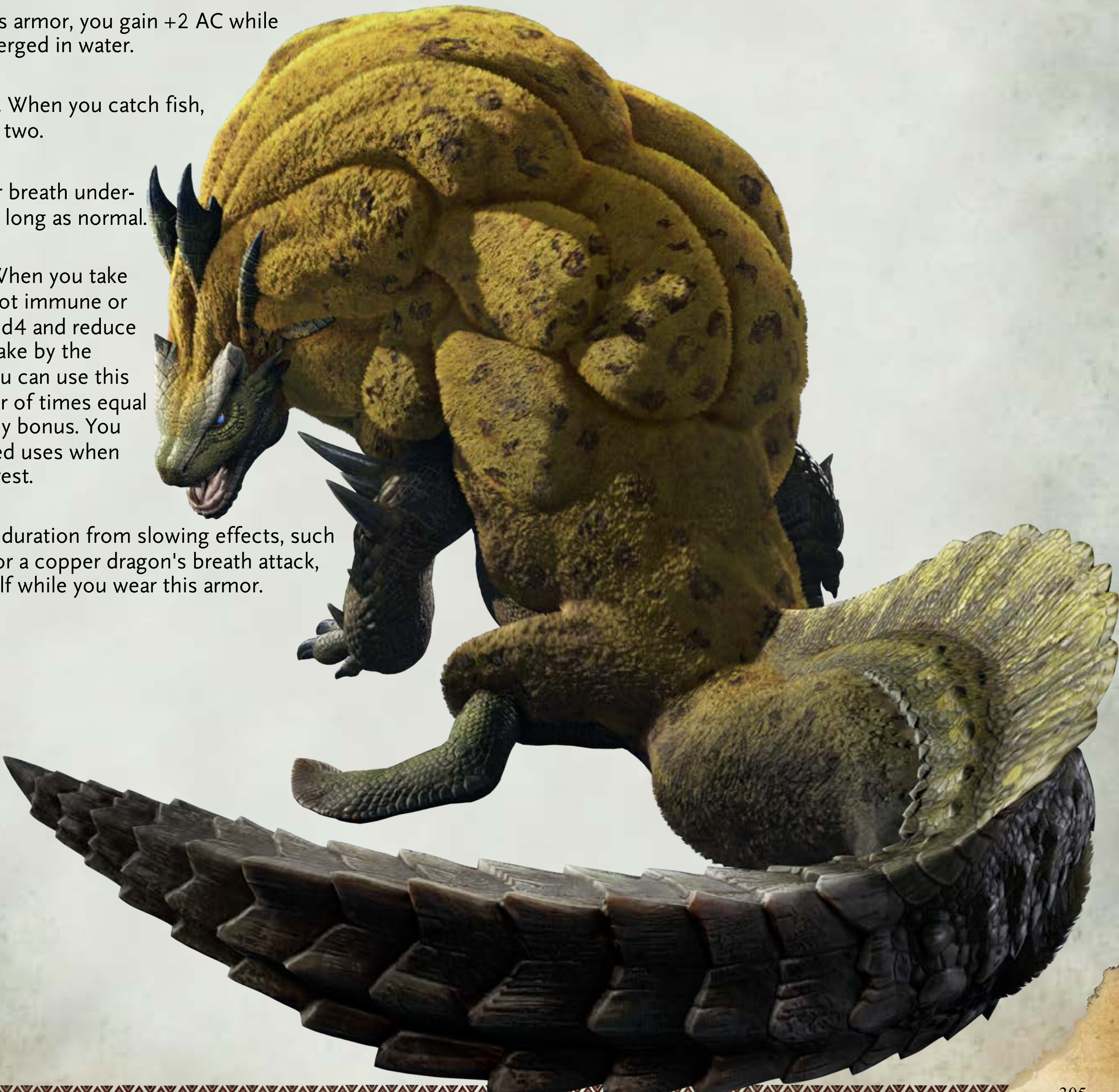
Royal Aqua Sac
You can cast the *water breathing* spell once per long rest, while attuned to this weapon.

R.Ludroth Tail
When you hit a creature with this weapon, it must make a DC 10 Constitution saving throw or become afflicted with waterblight until the end of its next turn.

R.Ludroth Crest
Your weapon deals an extra 1d4 acid damage.

OTHER MATERIAL EFFECTS

Dash Extract
Crafting material for mega dash juice.



Mizutsune

Like most other Leviathans, Mizutsune has a long, slender body. However, it is one of the few Leviathans to actually have fur on its body. This fur covers its chest, underbelly, legs and tail. Its scales are light colored and resemble those of a fish. Its head has a long snout and is beautifully adorned by many fin-like appendages. These fins are pink with yellow markings, and they can also be seen on its back and tail. Its feet are said to be quite different from other Leviathans and allow Mizutsune to move swiftly on land.

Mizutsune's most unique adaptation is its ability to produce bubbles. It is able to produce the bubbles by using special fluid secretions, produced from its own body along with water, and rubbing its hairs in the secretions. These stiff yet soft purple hairs are found on its chest, tail, legs, and sides. The hairs are used for sliding on the fluids it produces, spreading the fluids, and even using the fluids to produce more bubbles. Mizutsune can also breath these bubbly fluids from its mouth. It is known to use the bubbles it produces both offensively and defensively in battle. It uses the bubbles to help it move faster and to make it more flexible in battle, while simultaneously impeding the movement of any foes. In order to stop itself quickly while moving, Mizutsune has special hook-like claws that allow it to stop sliding quickly to face threats and not leave itself open. Despite Mizutsune's strange appearance, the fins it has actually act as receptors for detecting the presence of predators and prey coming through vibrations in the secretions. Like a snake, Mizutsune's teeth are recurved to prevent prey from escaping easily. Its jaws are even designed like a snake to an extent, even being able to open its mouth wide and swallow some large prey. It can also fire pressurized jets of water from its mouth, much like Plesioth.

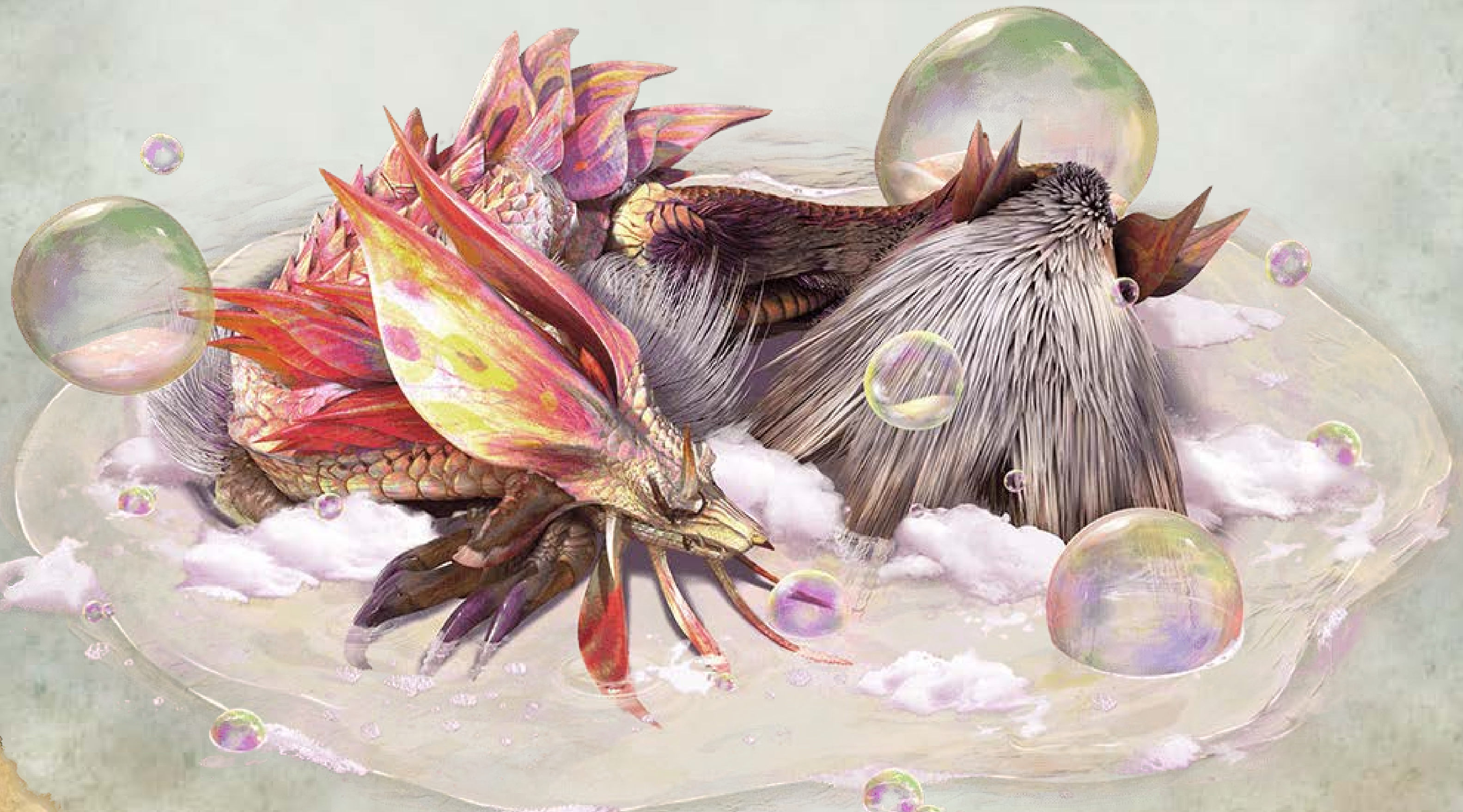
Mizutsune are rather calm in nature until provoked. They prefer to be left alone resting near large bodies of water, while covered in their special secretions. They prefer to avoid confrontations, however, will defend themselves if need be. Once a threat has left, Mizutsune won't chase after the threat but will instead let it go. Though Mizutsune are usually calm, they are known to turn aggressive during Breeding Season. Mizutsune become aggressive or even berserk during their Breeding Season. In this season, it is not a good idea to go fishing since they are known to injure people due to their blind rage. Male Mizutsune have large fins and are able to flash their fins red to show emotion to the female Mizutsune, in order to attract them.

Condition: Slick

A creature who is slick is covered in a slippery or slimy liquid. This liquid coats the body making it difficult to move or avoid attacks without slipping.

- A creature who is slick has disadvantage on Dexterity saving throws.
- a creature can only move up to half its speed while under this effect.
- A creature has disadvantage when attempting to grapple a creature, but advantage when attempting to escape a grapple when using acrobatics.

A creature can use its action on itself or another adjacent creature to wipe off the liquid, removing the effect.



Mizutsune

Huge leviathan, unaligned

Armor Class 17 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	21 (+5)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Dex +10, Wis +6
Skills Acrobatics +10, Perception +6
Damage Resistances fire
Damage Immunities acid
Condition Immunities slick
Senses darkvision 60 ft. passive Perception 16
Languages —
Challenge 11 (7,200 XP) **Proficiency** +4

Oiled Body. The mizutsune has advantage on Dexterity (acrobatic) checks.

Actions

Multiattack. The mizutsune makes one Bite attack and two Tail attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the mizutsune can't use its bite on another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage and the target is slick until a creature uses an action to wipe the liquid off.

Bubble Prison. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one Large or smaller creature. *Hit:* The creature is slick and enclosed in a bubble of shimmering force for 1 minute or until the bubble is destroyed. Nothing, not physical objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the sphere can breathe. A creature inside of the bubble has disadvantage on attacks due to its slippery nature. The bubble can be attacked and destroyed (AC 15; hp 30; resistance to bludgeoning damage; immunity to poison and psychic damage; vulnerability to piercing damage). At the end of the mizutsune's turn all bubbles rise 10 feet higher into the air.

Hydropump (Recharge 5-6). The mizutsune releases a high pressure stream of water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 55 (10d10) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Tail Sweep. When a creature is slick and starts its turn within 10 feet of the mizutsune, it must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Mizutsune

Challenge Rating 11 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1	Mizutsune Scale	(A)
7-9	2-4	Mizutsune Claw	(W)
10-11	5-6	Bubble Fluid	(A,W)
12-13	7-11	Mizutsune Pelt	(A)
14-16	12-15	Mizutsune Tail	(W)
17-18	16-17	Mizutsune Fin	(W)
—	18	Mizutsune Purplefur	(A)
19	19	Mizutsune Plate	(A,W)
20	20	Mizutsune Water Gem	(A,W)

ARMOR MATERIAL EFFECTS

Mizutsune Scale
Gourmand. While attuned to this armor, you double the amount of days you can go without food or water before suffering a level of exhaustion.

Bubble Fluid
While you are attuned to this armor, you can cast the *Otiluke's Resilient Sphere* spell once per day.

Mizutsune Pelt
While wearing this armor, you ignore difficult terrain from spells like grease or other environmental effects that cause the ground to become slippery. Additionally, you have advantage on saving throws against the slick condition.

Mizutsune Purplefur
You have resistance to acid damage while you wear this armor.

Mizutsune Plate
While attuned to this armor, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Mizutsune Water Gem
Bubbly+. While attuned to this armor, you have advantage on Dexterity saving throws. Also the durations from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half.

WEAPON MATERIAL EFFECTS

Mizutsune Claw
While holding this weapon, you gain a +1 bonus to spell attack rolls and you ignore half cover when making a spell attack.

Bubble Fluid
When you hit a creature with this weapon, the creature must succeed a DC 13 Dexterity saving throw or become slick. A creature can use its action on itself or another adjacent creature to wipe off the liquid, removing the effect.

Mizutsune Tail
This weapon has 5 runes. While holding it, you can use an action and expend 1 rune to speak its command word. For the next minute, you know the direction of the nearest

creature hostile to you within 60 feet, but not its distance from you. The weapon can sense the presence of hostile creatures that are ethereal, Invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the weapon. This weapon regains 1d4 + 1 expended runes daily at dawn.

Mizutsune Fin *(Hunting Horn Only)*
Your maximum cord length is increased by 1 when holding this weapon.

Mizutsune Plate
Crisis. While you are attuned to this weapon and suffering from an abnormal status effect caused by a hostile creature or object, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d10 spell or weapon damage.

Mizutsune Water Gem *(Spellcaster Only)*
While attuned to this weapon, you know the *watery sphere* spell. If you prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If this spell is not on your class list, the spell is nonetheless a class spell for you.

Young Mizutsune

Large leviathan, unaligned

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	19 (+4)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +7, Wis +4
Skills Acrobatics +7, Perception +4
Damage Immunities acid
Condition Immunities slick
Senses darkvision 60 ft. passive Perception 14
Languages —
Challenge 5 (1,800 XP) **Proficiency** +3

Oiled Body. The mizutsune has advantage on Dexterity (acrobatic) checks.

Actions

Multiattack. The mizutsune makes one Bite attack and two Tail attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the mizutsune can't Bite another target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage and the target is slick until a creature uses an action to wipe the liquid off.

Bubble Prison. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one Large or smaller creature. *Hit:* The creature is slick and enclosed in a bubble of shimmering force for 1 minute or until the bubble is destroyed. Nothing, not physical objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the sphere can breathe there.

A creature inside of the bubble has disadvantage on attacks due to its slippery nature. The bubble can be attacked and destroyed (AC 15; hp 15; resistance to bludgeoning damage; immunity to poison and psychic damage; vulnerability to piercing damage). At the end of the mizutsune's turn all bubbles rise 10 feet higher into the air.

Bubbles (Recharge 6). The mizutsune uses its Bubble Prison up to three times.

Reactions

Tail Sweep. When a creature is slick and starts its turn within 5 feet of the mizutsune, it must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Young Mizutsune

Challenge Rating 5 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-2	Y.Mizutsune Scale	(A)
7-9	3-7	Y.Mizutsune Claw	(W)
10-11	8-11	Bubble Foam	(W)
12-17	12-15	Y.Mizutsune Pelt	(A,W)
18-19	16-19	Y.Mizutsune Tail	(A,W)
20	20	Y.Mizutsune Fin	(A,W)

ARMOR MATERIAL EFFECTS

Y.Mizutsune Scale
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to acid damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Y.Mizutsune Pelt
You have a +2 bonus to Stealth checks while you wear this armor.

Y.Mizutsune Tail
You have advantage on saving throws against the slick condition.

Y.Mizutsune Fin
Bubbly. While attuned to this armor, you have a +1 bonus to Dexterity saving throws. Also the durations from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by one-fourth.

WEAPON MATERIAL EFFECTS

Y.Mizutsune Claw
While attuned to this weapon, you gain a +1 bonus to your spell attack rolls when casting cold spells.

Bubble Foam
When you hit a creature with this weapon, the creature must succeed a DC 10 Dexterity saving throw or become slick. A creature can use its action on itself or another adjacent creature to wipe off the liquid, removing the effect.

Y.Mizutsune Pelt
Your cold spells deal extra 1d4 acid damage.

Y.Mizutsune Tail
Minor Crisis. While suffering from an abnormal status effect caused by a hostile creature or object, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d6 spell or weapon damage.

Y.Mizutsune Fin *(Spellcaster Only)*
While attuned to this weapon you can cast the *watery sphere* spell once per day, but you must expend a number a spell slots that total 4 or more spell slot levels, such as two 2nd-level spell slots.

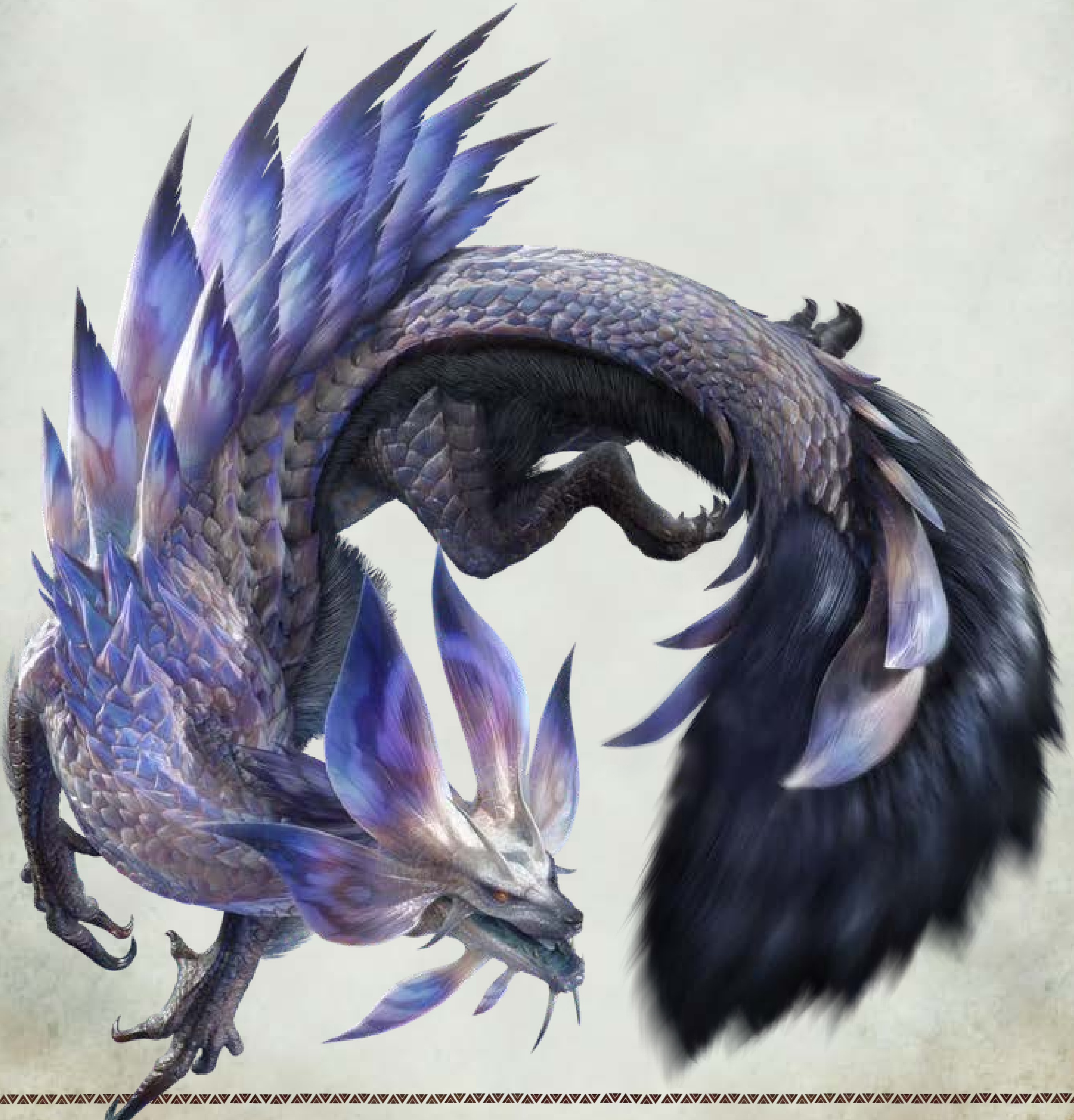
Violet Mizutsune

Violet mizutsune has whitish-lilac scales with light streaks of indigo running down its body, as well as indigo fins and black fur. During its empowered state, its fur glows faint-blue. Like many rare species, the violet mizutsune is slightly larger than a regular mizutsune.

On top of the graceful agility of mizutsune, sliding around the battlefield with its secretion, the violet mizutsune's body produces a type of secretion, with properties akin to oil, that it leaves on the battlefield and utilizes in the same manner as the bubblefoam. Additionally, it can also wrap itself in flames, bathing the surrounding in a beautiful but deadly white-hot inferno.

By temporarily increases the secretion rate of this gas to perform a powerful and explosive claw slam. The violet mizutsune will create a massive bubble that will float above it and it will then perform a dance drawing hunters towards it before the bubble falls to the ground creating a massive explosion. However if the violet mizutsune is interupted before the bubble falls, the bubble will turn orange and douse the flames in the nearby area. Its bubbles, once time has passed after being releases will home onto a hunter.

Like its counterpart, the violet mizutsune likes to sleep when not fighting and will react with violence should an intruder appear. It can easily defeat monsters like the tigrex with ease. However it must contend with dangerous monsters such as apex monsters, equally powerful rare species, and elder dragons for territory.



Violet Mizutsune

Huge leviathan, unaligned

Armor Class 17 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	21 (+5)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Dex +11, Con +10, Wis +7
Skills Acrobatics +11, Perception +7
Damage Resistances necrotic
Damage Immunities fire
Senses darkvision 60 ft. passive Perception 17
Languages —
Challenge 15 (13,000 XP) **Proficiency** +5

Oiled Body. The mizutsune has advantage on Dexterity (acrobatic) checks and Dexterity saving throws.

Actions

Multiattack. The mizutsune makes one Bite attack and two Tail attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the mizutsune can't use its bite on another target.

Bubble Prison. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one Large or smaller creature. *Hit:* The creature is slick and enclosed in a bubble of shimmering force for 1 minute or until the bubble is destroyed. Nothing, not physical objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the sphere can breathe. A creature inside of the bubble has disadvantage on attacks due to its slippery nature and takes 5 (1d10) fire damage at the start of each of its turns. The bubble can be attacked and destroyed (AC 15; hp 40; resistance to bludgeoning damage; immunity to poison and psychic damage; vulnerability to piercing damage). At the end of the mizutsune's turn all bubbles rise 15 feet higher into the air.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the mizutsune moved at least 10 feet straight toward the target immediately before the hit, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

Bubble Barrage. The mizutsune creates five bubbles around it. When it uses this action, and as a bonus action on subsequent turns, the mizutsune can hurl one bubble at a point within 120 feet of it. Each creature within 5 feet of the point must make a DC 18 Dexterity saving throw, taking 11 (2d10) fire damage and ignites on a failed save, or half as much damage and doesn't burst into flames on a successful one. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Scaling Stream (Recharge 5-6). The mizutsune releases a high pressure stream of water in a 90-foot line that is 5 feet wide or in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage and doesn't burst into flames on a successful one. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Bath Bomb (Recharges after a Short or Long Rest). The mizutsune forms a Huge bubble that hovers 30-feet above it, and moves with it. On its subsequent turn, the mizutsune an use an action to perform a dance, that creates a vortex around, before the bubble impacts the ground and explodes. Each creature in a 60-foot-radius, 60-foot-high cyclinder centered on the bubble must succeed on a DC 18 Strength saving throw or be pulled 30 feet towards the bubble and automatically fails its saving throw against the explosion. Each creature within 30 feet of the bubble when it explodes must make a DC 18 Dexterity saving throw, taking 90 (20d8) fire damage on a failed save, or half as much damage and doesn't burst into flames on a successful one. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

The mizutsune must concentrate on the bubble (as if concentrating on a spell) while it remains in the air above it. If it fails its Constitution saving throw to maintain concentration on the bubble, it explodes, dousing any flames within 60 feet of the bubble.

Legendary Actions

The mizutsune can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mizutsune regains spent legendary actions at the start of its turn.

Attack. The mizutsune makes a Bite attack.

Encapsulate. The mizutsune uses Bubble Prison.

Bubbles (Costs 2 Actions). The mizutsune uses Bubble Barrage.

Slide (Costs 2 Actions). The mizutsune moves up to its speed, during this move it can move through other creatures without provoking opportunity attacks. Each creature the mizutsune moves through must succeed on a DC 19 Dexterity saving throw or take 20 (4d6 + 6) bludgeoning damage, be pushed up to 10 feet away and knocked prone.

Spray Burst (Costs 2 Actions). The mizutsune spurts out liquid that instantly explodes. Each creature in a 15-foot square originating from the mizutsune must make a DC 18 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage and doesn't burst into flames on a successful one. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Violet Mizutsune

Challenge Rating 15 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1	Violet Mizu Shard	(A,W)
7-9	2-4	Violet Mizu Hardclaw	(A,W)
10-11	5-8	White Synovial Fluid	(A,W)
12-15	9-13	Violet Mizu Whitefell	(A,W)
16-17	14-18	Violet Mizu Tail	(A,W)
18-19	19	Violet Mizu Fin	(A,W)
20	20	Violet Mizu Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Violet Mizu Shard

While attuned to this armor, you have little bits of violet fire streaking through it, and harmless fiery bubbles emerge from your armor and pop creating small sparks around you. These effects are suppressed when near anything flammable or when sneaking.

Violet Mizu Hardclaw

Flinch Free. While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

White Synovial Fluid

Diversion. While attuned to this armor you can use an action to speak this armor's command word, causing a large red X to appear across your chest for 1 minute. When a hostile creature attempts to attack a target within 15 feet of you while this X is visible, it must succeed on a DC 15 Wisdom saving throw or redirect its attack towards you. If the attacker's is unable to reach you with its remaining movement it succeeds on its saving throw, but has disadvantage on attack rolls against other target other than you, until the end of the turn. Once you use this property, you can't use it again until you finish a long rest.

Violet Mizu Whitefell

You have resistance to fire damage while you wear this armor.

Violet Mizu Tail

Stamina Surge+2. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

Violet Mizu Fin

Evade Extender (M). You gain a +2 bonus to Dexterity saving throws while you wear this armor.

Violet Mizu Mantle

Embolden. You have a +1 bonus to your AC and you can't be knocked prone while you wear this armor. In addition, when you take the Dodge action, you gain a +2 bonus to Dexterity saving throws.

WEAPON MATERIAL EFFECTS

Violet Mizu Shard

Your weapon is constantly covered in a thin liquid with a rainbow sheen. When the weapon is subjected to fire, it ignites for 1 hour or until it is sheathed. While lit, it provides bright light in a 20-foot radius and dim light for an additional 20 feet.

Violet Mizu Hardclaw

While holding this weapon, you gain a +1 bonus to spell attack rolls and you ignore half cover when making a spell attack.

White Synovial Fluid

While attuned to this weapon you can use an action to speak its command word to create five fiery bubbles. The bubbles float in the air and orbit you for the 1 minute. When you use this action—and as a bonus action on each of your turns thereafter you can expend one bubble, and make one ranged spell attack against a target within 60 feet of you (+9 to hit or your own spell attack bonus). On a hit, the target takes 2d6 fire damage. Once you use this property, you can't use it again until you finish a long rest.

Violet Mizu Whitefell

Adrenaline. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.

Violet Mizu Tail

Offensive Guard. Whenever you use a reaction that increases your AC, the next attack you make deals extra damage equal to the bonus AC the reaction provided.

Violet Mizu Fin

Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled).* You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Violet Mizu Mantle

Agitator. Your weapon attacks critical hit range is increased by 1 and your weapon deals an extra 1d6 weapon damage. *(This material counts as both a critical eye material and a "your weapon deals an extra damage material")*

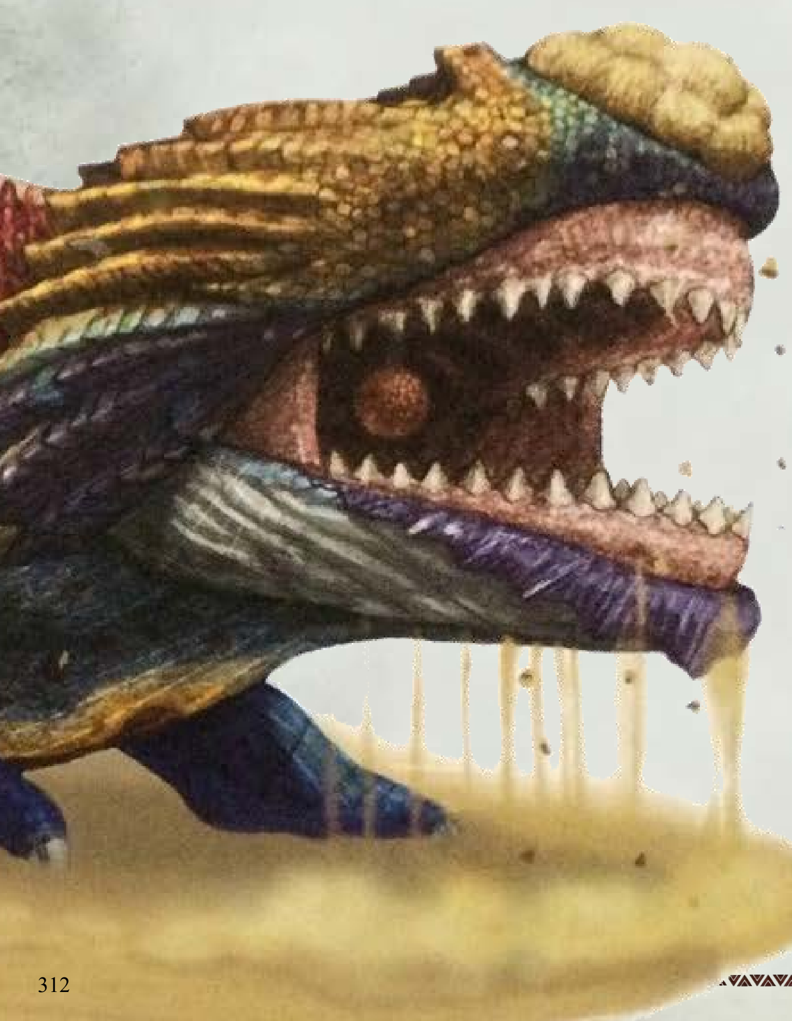
Nibelsnarf

The nibelsnarf is a leviathan that has adapted to live in sandy areas. They burrow through sand and locate prey aurally, then suck both the target and any surrounding sand into their maws. It has the remarkable ability to swim in sand, shared only with a few monsters, and its streamlined body helps it move through it at great speeds. They are capable of burrowing into the sand and of disguising themselves as sand dunes to ambush prey.

It has a huge mouth for eating its prey such as rhenoplos in one bite, like the gobul. It locates its prey with hearing. It shares this trait with the agnaktor, which is also a land dwelling leviathan. It is possible that the two developed this ability because they spend most of their time underground. It spits sand at predators that try to attack it. Its eyes are on top of its head, so it can see its prey easier when lurking in the sand; however, their placement also makes it difficult for it to see anything directly in front of it.

The nibelsnarf also have salamander-like "gills" which it uses to filter out sand and absorb minerals in the sand. It uses this clearing of the sand as an attack, as the sand shoots from the gills at a high enough speed to hurt individuals caught in the blast. Nibelsnarf seem to have very strong stomachs, capable of withstanding a bomb exploding in it. Inside the massive mouth of this predator is an enlarged uvula that stores nutrients. This organ is essential to the leviathan's survival within the arid deserts of the world.

Niblesnarfs are gluttons that will attempt to eat anything. These monsters have been known to accidentally eat barrel bombs that are placed by hunters and even an entire merchant cart.



Nibelsnarf

Huge leviathan, unaligned

Armor Class 17 (natural armor)
Hit Points 152 (16d12 + 48)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +5, Con +6, Wis +4
Damage Resistances necrotic
Damage Immunities fire
Senses tremorsense 60 ft., passive Perception 11
Languages —
Challenge 8 (3,900 XP) **Proficiency** +3

Desert Camouflage. The nibelsnarf has advantage on Dexterity (Stealth) checks made to hide in desert terrain while burrowed.

Actions

Multiattack. The nibelsnarf makes three Bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Wind Tunnel (Recharge 5-6). The nibelsnarf exhales sand and debris in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 31 (9d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Reactions

Sand Cloud. When a creature attacks the nibelsnarf, it can expel a large sand cloud from the gills on the back of its head. The cloud fills a 25-foot square centered in a nibelsnarf's space that is closest to the attacker. Each creature in that area must succeed on a DC 14 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also pushed 10 feet away from the nibelsnarf.

Nibelsnarf

Challenge Rating 8 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-10	Nibelsnarf Hide	(A)
9-13	—	Nibel Carapace	(A)
14-16	11-14	Nibelsnarf Claw	(W)
17-19	15-19	Brilliant Fluid	(A,W)
20	20	Nibelsnarf Scalp	(A,W)

ARMOR MATERIAL EFFECTS

Nibelsnarf Hide

Gourmand. While attuned to this armor, you double the amount of days you can go without food or water before suffering a level of exhaustion.

Nibel Carapace
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Brilliant Fluid
While you wear this armor, you can use a bonus action to exhale sand and debris in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

Nibelsnarf Scalp
While you wear this armor, you have advantage on Dexterity (Stealth) checks made to hide in desert terrain.

WEAPON MATERIAL EFFECTS

Nibelsnarf Claw *(Ranged Weapon Only)*
Pellet Shot. When you roll a 15 or higher on your attack roll with this weapon while using normal ammo, you can make an attack against an additional creature within 5 feet of your original target.

Brilliant Fluid *(Druid, Sorcerer, & Wizard Only)*
While attuned to this weapon you can cast the *Earth Tremor* and the *Dust Devil* spell at 2nd level once per day, without expending a spell slot.

Nibelsnarf Scalp *(Melee Weapon Only)*
When you hit a creature with this weapon, it must make a DC 13 Dexterity saving throw or be blinded until the start of its next turn.

Young Nibelsnarf

Large leviathan, unaligned

Armor Class 16 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +3, Con +4, Wis +2
Damage Immunities fire
Senses tremorsense 30 ft., passive Perception 11
Languages —
Challenge 4 (3,900 XP) **Proficiency** +2

Desert Camouflage. The nibelsnarf has advantage on Dexterity (Stealth) checks made to hide in desert terrain while burrowed.

Actions

Multiattack. The nibelsnarf makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Wind Tunnel (Recharge 6). The nibelsnarf exhales sand and debris in a 30-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful save.

Reactions

Sand Cloud. When a creature attacks the nibelsnarf, it can expel a large sand cloud from the gills on the back of its head. The cloud fills a 15-foot square centered in a nibelsnarf's space that is closest to the attacker. Each creature in that area must succeed on a DC 12 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also pushed 10 feet away from the nibelsnarf.

Young Nibelsnarf

Challenge Rating 4 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-10	Y.Nibelsnarf Hide	(A)
9-13	—	Y.Nibel Shell	(A)
14-16	11-14	Y.Nibelsnarf Claw	(A,W)
17-19	15-19	Gleaming Fluid	(A,W)
20	20	Y.Nibelsnarf Scalp	(A,W)

ARMOR MATERIAL EFFECTS

Y.Nibelsnarf Hide
You can hold your breath underground for twice as long as normal.

Y.Nibel Shell
While you wear this armor, you have a +2 bonus on Dexterity (Stealth) checks made to hide in desert terrain.

Y.Nibelsnarf Claw
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Gleaming Fluid
While you wear this armor, you can use a bonus action to exhale sand and debris in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Once used, this property can't be used again until you finish a long rest.

Y.Nibelsnarf Scalp
While wearing this armor, you are always covered in dust. Whenever a creature makes an attack against the you, you can use your reaction to expel a small sand cloud from your body, lightly obscuring the area in a 5-foot radius sphere around you until the start of your next turn.

WEAPON MATERIAL EFFECTS

Y.Nibelsnarf Claw
Horn Maestro. While attuned to this weapon, your melody lasts an extra 30 seconds longer than normal.

Gleaming Fluid *(Bard, Druid, Sorcerer, & Wizard Only)*
While attuned to this weapon you can cast the *Earth Tremor* spell once per long rest, without expending a spell slot.

Y.Nibelsnarf Scalp *(Hammer Only)*
Punish Draw. A creature hit for the first time by the Hammers *Mighty Weapon,* has disadvantage on the saving throw.

Somnacanth

Huge leviathan, unaligned

Armor Class 16 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	7 (-2)	10 (+0)	20 (+5)

Saving Throws Dex +7, Con +7
Damage Immunities cold, necrotic
Condition Immunities unconscious (can still be captured)
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 10 (5,900 XP) **Proficiency** +4

Hold Breath. The somnacanth can hold its breath for 12 hours.

Shallow Swimmer. The somnacanth can swim in water that is 3 feet deep or deeper.

Standing Leap. The somnacanth's long jump is up to 40 feet and its high jump is up to 20 feet, without a running start. In addition, the somnacanth does not incur opportunity attacks while moving with a jump.

Actions

Multiattack. The somnacanth makes two Claw attacks or five Frill Quill attacks.

Headbutt. *Melee Weapon Attack:* +9 to hit, reach 10 ft., two targets. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frill Quill. *Ranged Weapon Attack:* +9 to hit, reach 60/240 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Deadly Leap. If the somnacanth jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 17 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 22 (5d6 + 5) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the somnacanth's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the somnacanth's space.

Sleep Breath (Recharge 5-6). The somnacanth exhales a knockout gas in a 90-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, be incapacitated until the end of its next turn. If a creature fails the save by 5 or more, it instead falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Bonus Actions

Rude Awakening. When a creature is unconscious, the somnacanth can use its Deadly Leap centered on that creature.

Legendary Actions

The somnacanth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The somnacanth regains spent legendary actions at the start of its turn.

Move. The somnacanth moves up to its speed without provoking opportunity attacks. If its sleep breath is recharged, it can place a cloud of knockout gas in each space it moves through and its sleep breath cannot be used until it recharges once more.

The knockout gas remains in the spaces for one round before dispersing. A creature that starts its turn or enters the space filled with knockout gas must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Break Shell. The somnacanth breaks a shell it is carrying on its belly. Consult the table below to determine what happens.

Find Shell (Costs 2 Actions). The somnacanth finds a random shell. Roll a d3 and consult the table below.

d3	Shell	Effect Caused by Shell Breaking
1	Blast Shell	Each creature in a 15-foot radius around the somnacanth must succeed on a DC 16 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.
2	Flash Shell	Each creature in a 60-foot cone in front of the somnacanth must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the blindness on a success.
3	Healing Shell	The somnacanth and each creature within 5 feet of it regains 21 (6d6) hit points.

Siren Song (Costs 3 Actions). When its sleep breath is recharged, the somnacanth can use this legendary action to extend its body high into the air. It then begins singing a soothing song. On initiative 20 or after three turns *(Whichever takes longer),* the somnacanth releases knockout gas that spreads out in a 60-foot radius around it. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. When this legendary action is used, the somnacanth can't use its sleep breath until it recharges again.

Somnacanth

The somnacanth is a leviathan with a very unique physiology. Covering its body are large yellowish scales, transitioning to white on the underside. Its front feet have three digits, each one ending in a long, curved black claw. Its back feet have four digits that end in shorter claws. It has a short face with a disturbingly humanoid appearance. Above its eyes are a pair of large purple horns, with a pair of smaller knob-like protrusions in front of them. Adorning the side of its head are three pairs of small purple fins, with a massive crest-like fin on the top. These purple fins also appear along the top of its tail and form a crescent shape at the tip. It has a hard pad on its belly with a taiko drum-like pattern that it uses to crack open shells.

The somnacanth is capable of producing a sleep-inducing powder in its throat and spraying it through the mouth. Similar to other monsters that can put creatures to sleep, it will use this opportunity to strike at its prey or adversary. It can breathe this powder out as a long ranged, sweeping cone or as a large cloud that covers the whole area. It is capable of jumping high into the air and slamming down on its target.

Somnacanth

Challenge Rating 10 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Somnacanth Scale	(A)
8-12	4-9	Somnacanth Shell	(A,W)
—	10-11	Lg Monster Bone	(O)
13-14	—	Somnacanth Fin	(A,W)
15-17	12-15	Somnacanth Dust	(A,W)
18-19	16-19	Somnacanth Talon	(A,W)
20	20	Somnacanth Gem	(A,W)

ARMOR MATERIAL EFFECTS

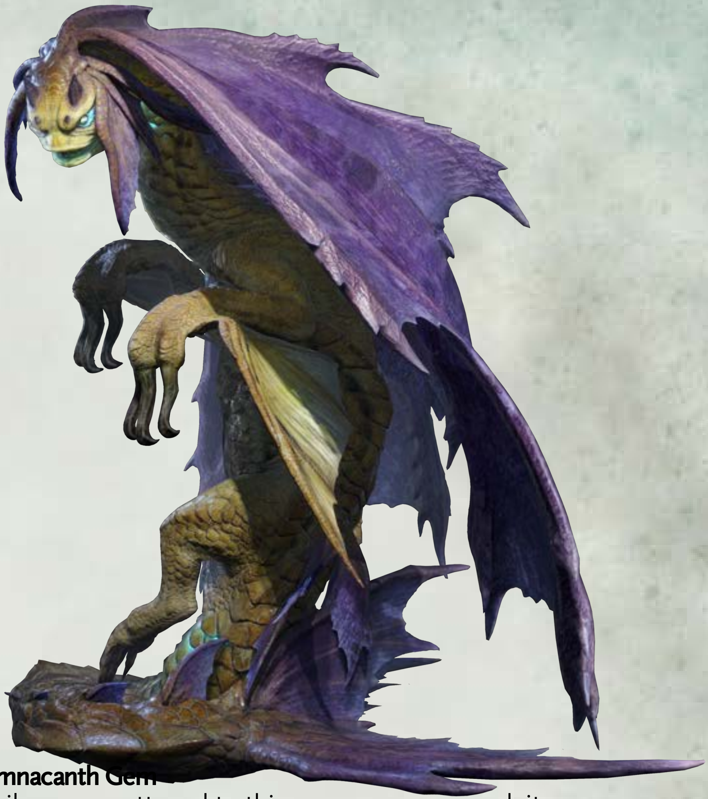
Somnacanth Scale
When you are outdoors, harmless creatures such as squirrels and birds flock to you when you sing songs for a minute or longer. If you sing for over 2 minutes, the creatures fall asleep and remain asleep until you stop singing.

Somnacanth Shell
While wearing this armor you ignore difficult terrain created by muddy terrain, swamps, or other water sources that are waist deep.

Somnacanth Fin
Item Prolonger+. Whenever you use a consumable item that has a duration, its duration is increased by an additional 12 seconds.

Somnacanth Dust
Divine Blessing+. When you take damage you are not immune or resistant to, roll a d6 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Somnacanth Talon
You have resistance to cold damage while you wear this armor.



Somnacanth Gem
While you are attuned to this armor you can speak its command word as an action to cause water to pour onto the ground from it filling the space in a 15-foot radius around you for 1 minute. The area moves with you and is difficult terrain for any creature, other than you, that doesn't have an innate swim speed. Speaking the command word again causes the water to stop flowing from you. You can use this property a number of times equal to half of your proficiency bonus (rounded down), regaining expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Somnacanth Shell *(Bow Only)*
You can use the sleep coating with a rare bow, but your coating save DC for it is reduced by 2.

Somnacanth Fin
Capture Expert. While attuned to this weapon tranq bombs and tranq ammo roll an extra 3d8 when they hits a creature.

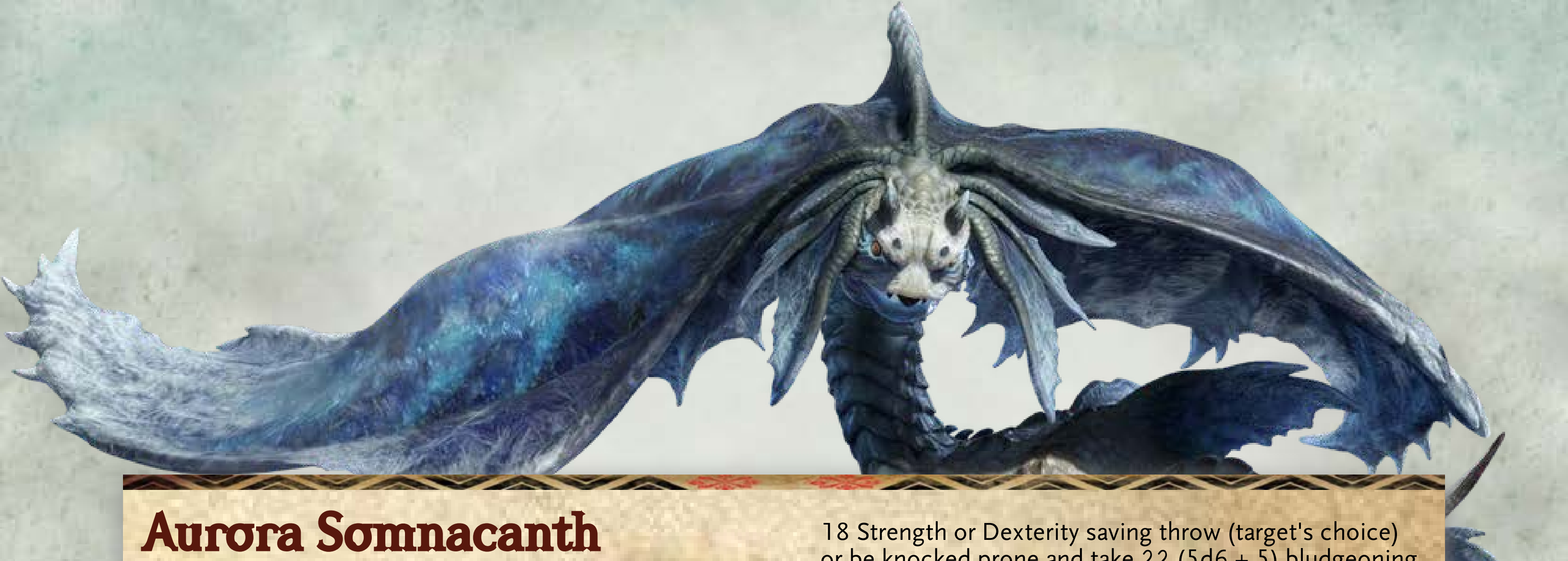
Somnacanth Dust *(Sorcerer & Wizard Only)*
Mini-Bombardier. This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *burning hands* (1 rune) *scorching ray* (2 runes), *aganazzar's scorcher* (2 runes), or *flaming sphere* (2 runes). This weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Somnacanth Talon
Your acid and cold spell deals an extra 1d6 damage.

Somnacanth Gem
Critical Status (Incapacitate). Whenever you critically hit with this weapon, the target creature must make a DC 14 Constitution saving throw. On a failed save the target is incapacitated until the end of its next turn.

OTHER MATERIAL EFFECTS

Lg Monster Bone
Very rare armor upgrade material.



Aurora Somnacanth

Huge leviathan, unaligned

Armor Class 16 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	7 (-2)	10 (+0)	20 (+5)

Saving Throws Dex +8, Con +8
Damage Immunities cold, necrotic
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 14 (11,500 XP) **Proficiency** +5

Hold Breath. The somnacanth can hold its breath for 12 hours.

Ice Walk. The somnacanth can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Standing Leap. The somnacanth's long jump is up to 40 feet and its high jump is up to 20 feet, without a running start. In addition, the somnacanth does not incur opportunity attacks while moving with a jump.

Actions

Multiattack. The somnacanth makes five Frill Quill attacks.

Frill Quill. *Range Weapon Attack:* +10 to hit, reach 60/240 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. If the quill misses, it stabs into the ground in an unoccupied space within 5 feet of the target. When a creature enters the quill's space, it takes 3 (1d6) piercing damage and the quill is destroyed.

Headbutt. *Melee Weapon Attack:* +10 to hit, reach 10 ft., two targets. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 7 (2d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 14 (4d6) cold damage.

Deadly Leap. If the somnacanth jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 22 (5d6 + 5) bludgeoning damage plus 14 (4d6) cold damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the somnacanth's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the somnacanth's space.

Icy Wasteland (Recharges after a Short or Long Rest). If the somnacanth is below half of its maximum hit points, it can use this action to cause a freezing chill to emanate in a 60-foot radius from a point 60 feet away from it. For 1 minute, that area is icy and becomes difficult terrain.

It then extends its body and screams, creating multiple icy explosions in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 42 (12d6) cold damage and be diseased with iceblight for 1 minute on a failed save, or half as much damage and isn't diseased with iceblight on a successful one. A creature can repeat its saving throw at the end of its turn, ending the effecting on a success.

Legendary Actions

The somnacanth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The somnacanth regains spent legendary actions at the start of its turn.

Attack. The somnacanth makes one Tail attack.

Frozen Mist. The somnacanth releases freezing mist in a 5-foot radius around it. Each creature in that area must succeed on a DC 18 Constitution saving throw or be diseased with iceblight for 1 minute on a failed save. A creature can repeat its saving throw at the end of its turn, ending the effecting on a success.

Aurora Breath (Costs 2 Actions). The somnacanth exhales ice in 60-foot long line that is 5 feet wide, that sweeps across a 180 degree area in front of it. Each creature in that area must make a DC 18 Constitution saving throw, taking 28 (8d6) cold damage and be diseased with iceblight for 1 minute on a failed save, or half as much damage and isn't diseased with iceblight on a successful one. A creature can repeat its saving throw at the end of its turn, ending the effecting on a success.

Writher (Costs 2 Actions). The somnacanth moves up to half its speed without provoking opportunity attacks and then makes one Headbutt attack.

Aurora Somnacanth

The aurora somnacanth is similar in appearance to somnacanth, however, its body is pale yellow, while its fins are ice-blue with some dark purple gradient. The bioluminescence is white instead of light blue, and frost can be seen forming on its head-crest and tail.

Instead of sleep mist, the aurora somnacanth uses powerful ice attacks in combat. These include an ice beam and a cry that can cause several frost explosions. Aurora somnacanth spend more time on land than its counterpart.

It is an aggressive monster that attack anyone who invades its territory. It uses its siren like voice to lure prey in before freezing them to death. It will then drag away its prey to eat in a hidden location. It preys on small monsters like izuchi.

Aurora Somnacanth

Challenge Rating 14 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Auroracanth Icescale	(A,W)
8-12	4-9	Auroracanth Icecortex	(A,W)
—	10-11	Lg Monster Bone	(O)
13-14	—	Auroracanth Fin	(A,W)
15-17	12-15	Cryo Sac	(A,W)
18-19	16-19	Auroracanth Iceclaw	(A,W)
20	20	Aurora Gem	(W)

ARMOR MATERIAL EFFECTS

Auroracanth Icescale
While you wear this armor, you ignore difficult terrain created by ice or snow and you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Auroracanth Icecortex
Divine Blessing+. When you take damage you are not immune or resistant to, roll a d6 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Auroracanth Fin
Item Prolonger+. Whenever you use a consumable item that has a duration, its duration is increased by an additional 12 seconds.

Cryo Sac
You have resistance to cold damage while you wear this armor.

Auroracanth Iceclaw
Evade Extender (M). You gain a +2 bonus to Dexterity saving throws while you wear this armor.

Aurora Gem
You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Auroracanth Icescale
This weapon has a reservoir of ice magic that can freeze the ground. While holding it, you can use a bonus action to plant the weapon in the ground, releasing the ice magic within, causing the ground in a 15-foot radius around the weapon to become icy and difficult terrain for the duration, or until you remove from the ground as a bonus action. You can use this property for up to 1 minute, all at once or in several shorter uses, each one using a minimum of 6 seconds from the duration. This weapon recharges 6 seconds of energy to the weapon's reservoir for every 12 hours it isn't used.

Auroracanth Icecortex
When you roll a 20 on an attack roll with this weapon, the ground in the direction of the target in either a 15-foot cone or line 30 feet long and 5 feet wide (your choice) is covered in a layer of slick ice for 1 minute, making it difficult terrain.

Auroracanth Fin
Depending on which weapon this material is placed into, it gains the following benefits:

- **Bow.** When you hit a creature with a poison coated arrow, you can inflict iceblight instead of the poisoned condition.
- **Dual Repeaters.** Your cryo ammo now inflicts iceblight instead of waterblight when empowered.
- **Heavy Bowgun.** When you hit a creature with your poison ammo, you can inflict waterblight instead of the poisoned condition.
- **Light Bowgun.** When you hit a creature with water ammo, its movement speed is reduced by 5 feet until the end of its next turn.

Cryo Sac
Your weapon deals an extra 1d6 cold damage.

Auroracanth Iceclaw
Critical Element (cold+). When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d8 cold damage. Additionally if a creature fails its saving throw by 5 or more against a spell that deals cold damage, you deal an extra 1d8 cold damage to it.

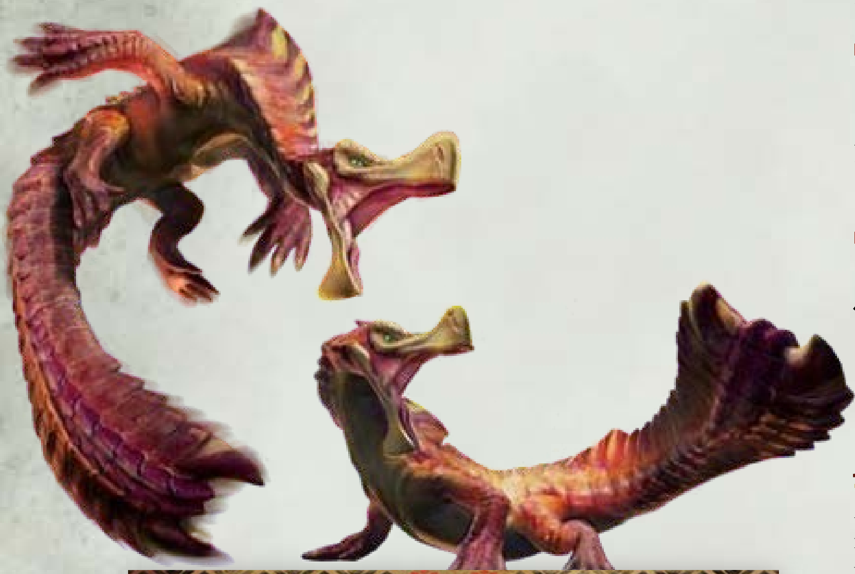
Aurora Gem
Agitator. Your weapon attacks critical hit range is increased by 1 and your weapon deals an extra 1d6 weapon damage. *(This material counts as both a critical eye material and a "your weapon deals an extra damage material")*

OTHER MATERIAL EFFECTS

Lg Monster Bone
Very rare armor upgrade material.

Uroktor

Leviathans that inhabit volcanoes. Noted for swarming around larger monsters' kills in order to feed. Uroktor rarely hunt for themselves, but are known for being highly aggressive. Just like their adult form, the Agnaktor, they have the remarkable ability to tunnel through solid volcanic rock. Uroktor are distinguished by their reddish-purple skin, which protects them from both the sweltering heat and volcanic predators. Uroktor will defend themselves from other monsters and adventurers alike, but will flee if it feel overwhelmed.



Uroktor

Medium leviathan, unaligned

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12(+1)	3 (-4)	8 (-1)	7 (-2)

Damage Immunities fire, necrotic
Senses tremorsense 60 ft., passive Perception 9
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Actions

Multiattack. The uroktor makes two Bite attacks or two Fire Spit attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Fire Spit. *Melee Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 5 (2d4) fire damage.

Uroktor

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-2	Dragonfell Berry	(O)
3-14	Uroktor Scale	(A,W)
15-20	Jumbo Bone	(O)

ARMOR MATERIAL EFFECTS

Uroktor Scale
Wisps of harmless, odorless smoke rise from this armor while it is worn.

WEAPON MATERIAL EFFECTS

Uroktor Scale
As a bonus action, you can speak this weapon's command word, causing it to shed bright light in a 20 foot radius and dim light for an additional 20 feet.

OTHER MATERIAL EFFECTS

Jumbo Bone
Uncommon armor upgrade material.

Dragonfell Berry
Can be eaten as a ration.

Agnaktor

Also known as Fire-Pike Wyverns, Agnaktor has developed the remarkable ability to swim through lava, meaning it can both sneak up on prey and escape from a more powerful enemy. It has a very strong beak, which it uses to burrow straight through hard volcanic rock at incredible speeds. While swimming it swallows some of the lava and stores it in its body so that it can produce its powerful lava beam. Produced between Agnaktor's scales is a non-flammable substance that never burns. This substance allows Agnaktor to coat its hide with lava and swim in lava. The molten rock on its body will eventually harden into a thick armor of rock, but when the Agnaktor touches lava, its coating becomes soft again.

Agnaktor sits at the top of the food chain in the Volcanic regions they reside in. Herbivores and weaker monsters such as ioprey, iodrome and volvidon make up most of their diet. They will also feed on carcasses if given the opportunity. However, they still have to compete with other predators such as rathalos, tetsucabra, glavenus and the nomadic deviljho.

Despite Agnaktor being powerful predators, they are known to leave their habitat when a powerful monster appears or during a volcanic eruption. During the Breeding Season, both males and females will swim to the summit of an active volcano to mate, this is also where most Agnaktor learn to dig through the ceiling technique. The female will then make a nest somewhere near the top and then give live birth to 2-30 individuals at a time.

Agnaktor

Huge leviathan, unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d12 + 48)
Speed 30 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	7 (-2)

Damage Resistances lightning, necrotic
Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

Lava Armor. The agnaktor's body is covered in a lava-like armor which hardens when cooled and softens when heated. At the start of its turn, if agnaktor is above ground, it gains a +1 bonus to its AC and its movement speed is reduced by 5 feet (maximum of +4 AC and -20 feet of movement). If the agnaktor takes fire damage, the bonus AC from this skill is reduced by 1 and movement is increased by 5 feet. The agnaktor can reset this effect by staying submerged in lava or underground for one round.

Volcanic Swimmer. The agnaktor is immune to damage from lava and can swim in lava as if it was water.

Actions

Multiattack. The agnaktor makes two Bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Magma Beam (Recharge 5-6). The agnaktor exhales magma in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Agnaktor

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	—	Agnaktor Shell	(A,W)
6-8	1-6	Agnaktor Hide	(A)
9	7-9	Agnaktor Claw	(A,W)
10-11	10-13	Agnaktor Scale	(A)
12	14-15	Firestone	(W)
13-14	—	Agnaktor Tail	(W)
15-17	16-19	Agnaktor Fin	(W)
18	—	Monster Bone+	(O)
19-20	20	Agnaktor Beak	(A,W)

ARMOR MATERIAL EFFECTS

Agnaktor Shell
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Agnaktor Hide
You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor.

Agnaktor Claw
Geologist. When you successfully gather a mining resource, you instead gather 2.

Agnaktor Scale
You have a +2 bonus to Athletics checks while you wear this armor.

Agnaktor Beak
This armor has 3 runes, it regains all expended runes daily at dawn. While wearing this armor, you can use an action to expend 1 or more of its runes to reduce your movement speed by 10 feet, but increase your AC bonus by 1 for each rune expended. This effect lasts for 1 minute, expending an additional rune does not extend its duration.

WEAPON MATERIAL EFFECTS

Agnaktor Shell
While holding this weapon, you can use an action to cast the *light* cantrip from it. Once used, this property can't be used again until the next dawn.

Agnaktor Claw
When you cast a spell that deals fire damage, you gain a +1 bonus to its spell attack roll.

Firestone
When you roll a 20 on your attack roll with this weapon, the target creature catches fire. Until someone takes an action to douse the flames, the creature takes 1d4 fire damage at the start of each of its turns.

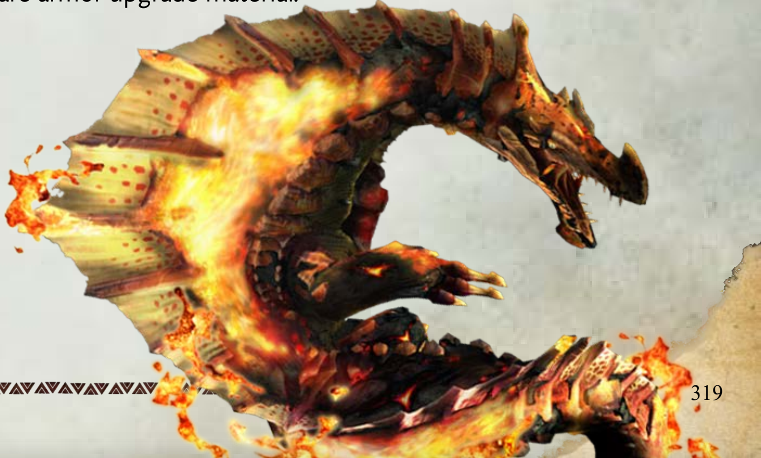
Agnaktor Tail
Your fire spells deal an extra 1d4 fire damage.

Agnaktor Fin *(Greatsword & Lance Only)*
You gain an extra +1 bonus to your AC until the end of your next turn, whenever you use a reaction that would increase your AC.

Agnaktor Beak
Precision. While attuned to this weapon, you gain +1 bonus to ranged attack rolls with this weapon if the target did not move on its last turn.

OTHER MATERIAL EFFECTS

Monster Bone+
Rare armor upgrade material.



Neopterons

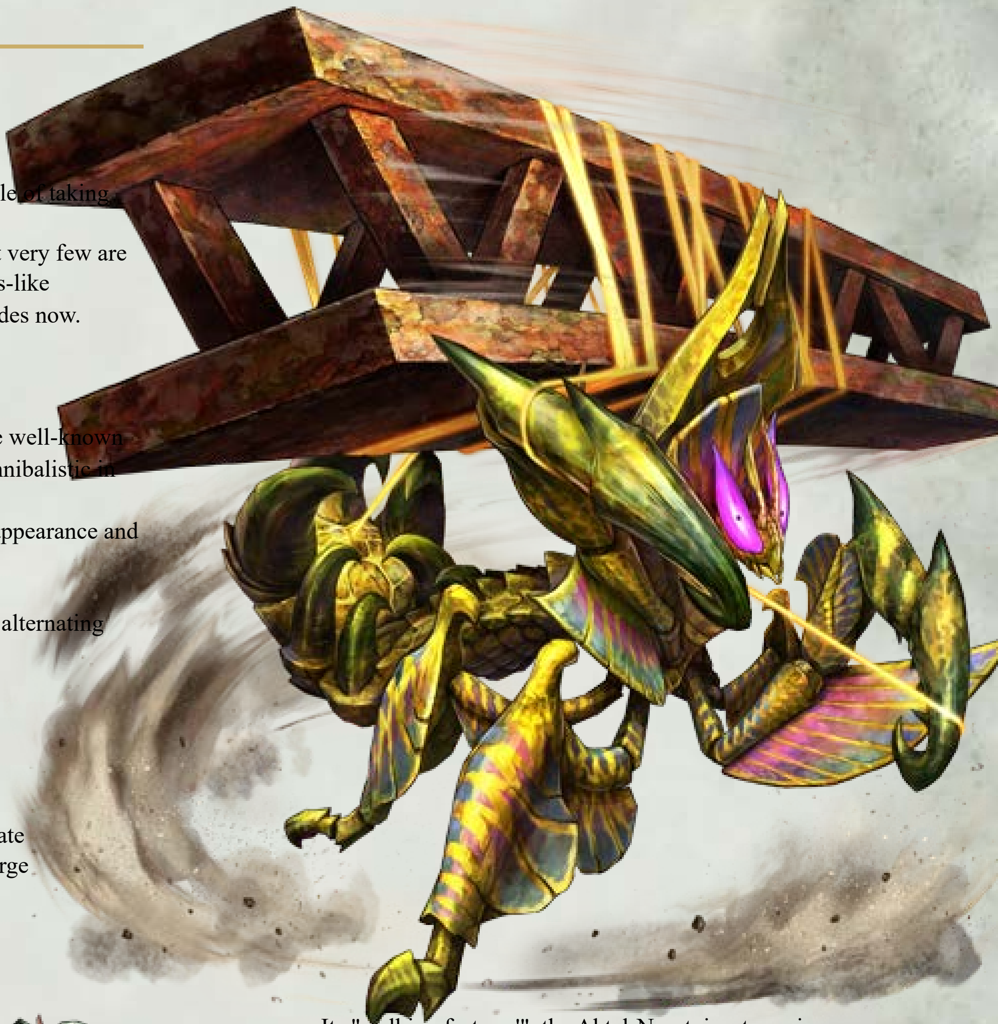
Neopterons are insectoid monsters known for their rigid carapaces. These monsters can range in size from tiny to enormous, and some species can fly, while others cannot. Neopterons are situated in large groups rather than individually. Most carry poisonous stingers that can paralyze prey, and their bodies are made up of acidic substances. Their weak outer-shell structures means that they are easily damaged, making it difficult to obtain adequate materials from their remains. Their materials are often used to make very sharp weapons.

Ahtal-Ka

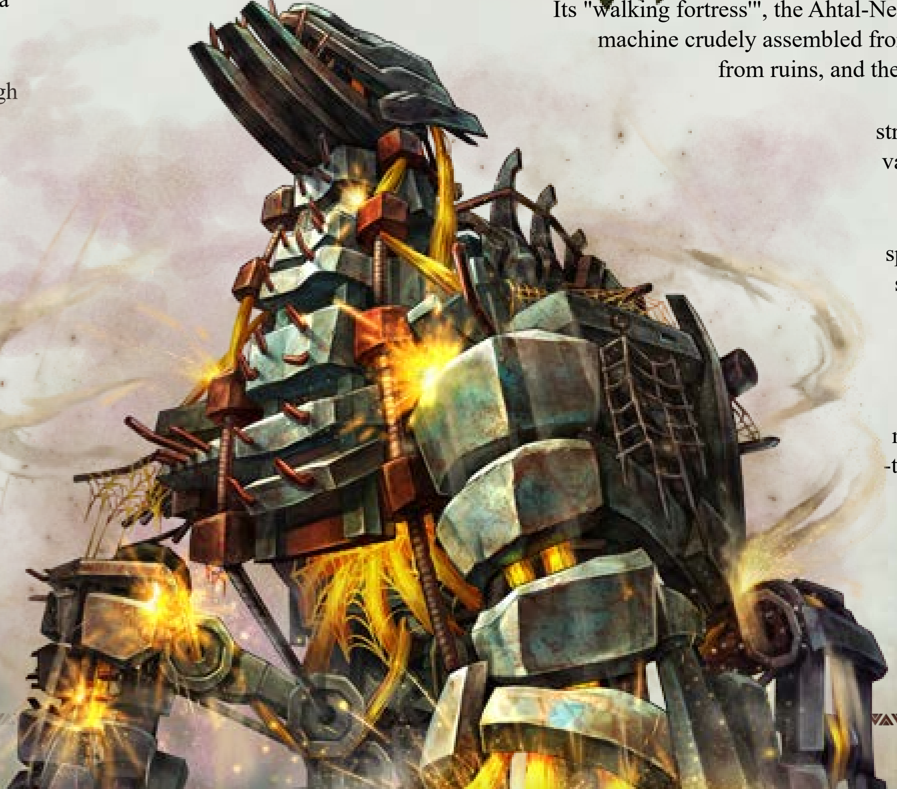
"In some places, there have been legends about this Walking Treasure that wanders from place to place. This treasure is said to raid fortresses, leaving behind mass destruction, and defeat whole armies in a matter of minutes. It is even capable of taking over a whole fortress if it wants to. Though dangerous, inside this giant monster is a treasure that very few are lucky enough to see." Ahtal-Ka is a legendary Mantis-like Neopteron that has been running wild for a few decades now.

Ahtal-Ka is a legendary Mantis-like Neopteron that has been running wild for a few decades now. Ahtal-Ka are predators, though it is unknown what their common prey is. However, female Ahtal-Ka are well-known for feeding on males, showing that this species is cannibalistic in nature.

It somewhat resembles a devil's flower mantis in appearance and the color scheme is similar to that of a classical Egyptian Pharaoh. The majority of the body is golden. Its has a large headpiece that has alternating gold and blue lines like those on a Pharaoh's crown. It has a pair of purple eyes, each with a minuscule black pupil (much like a mantis). It has six limbs, each of which are yellow with a set of purple triangles beneath them. There are four "legs" and two "claws"; at the end of the "legs" are small claws/talons while the "claws" have elaborate wing like extensions at the base and have a pair of large hooks at the ends. Though these claws are weapons, they are mostly used as tools in manipulating the goldensilk that Ahtal-Ka produces. This beautiful silk is sticky and strong, allowing for Ahtal-Ka to pull and hold objects together with little ease. This silk is also strong enough to hold a whole fortress together. Ahtal-Ka mostly uses the golden silk to weave together debris it has stolen from fortresses. It uses this debris to construct something truly monstrous, a "giant walking puppet" for itself called Ahtal-Neset.



Its "walking fortress"', the Ahtal-Neset, is a towering war machine crudely assembled from scrap metal, debris from ruins, and the Ahtal-Ka's own silk. It is quadrupedal in structure, with a "head" vaguely reminiscent of a wyvern's and a tail tipped with metal spikes. The Ahtal-Ka's silk is visible through gaps in the joints and armor plating, and allows the Ahtal-Ka to control the movement of its creation like a marionette. When controlling the Ahtal-Neset, the Ahtal-Ka itself is covered in a silken cocoon hidden its chest.



Ahtal-Ka

Huge beast (neopteron), chaotic evil

Armor Class 22 (natural armor)
Hit Points 310 (20d12 + 180)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	28 (+9)	16 (+3)	17 (+3)	21 (+5)

Saving Throws Dex +9, Con +16, Wis +10, Cha +12
Skills Perception + 17, Acrobatics +9
Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, stunned
Senses darkvision 120 ft., passive Perception 27
Languages —
Challenge 23 (50,000 XP) **Proficiency** +7

Ambusher. The ahtal-ka has advantage on initiative rolls.

Golden Silk. When a creature makes a melee weapon attack against the ahtal-ka's webbing and misses, the weapon becomes stuck to it, requiring an action and a successful DC 19 Strength check to pull free.

Golden Cocoon (Recharges after a Short or Long Rest). When the ahtal-ka is reduced to 0 hit points, it immediately saves against all ongoing conditions and effects, and wraps itself in a cocoon while pulling its collection of scrap metal, debris, and silk forming a "walking fortress" around it, using the Ahtal-Neset stat block. Its initiative count doesn't change.

Legendary Resistance (3/Day). If the ahtal-ka fails a saving throw, it can choose to succeed instead.

Magic Resistance. The ahtal-ka has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The ahtal-ka uses its Dragonator Lance. It then makes one Claw Swipe attack, two Rusted Beam attacks, and one Spiderweb Burst attack.

Claw Swipe. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage. If there is a creature within 5 feet of the target, that creature must make a DC 24 Dexterity saving throw, taking 19 (3d6+9) slashing damage on a failed save.

Rusted Beam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Spiderweb Burst. *Ranged Weapon Attack*: +16 to hit, reach 90/360 ft., one target. *Hit:* The target is restrained by golden webbing. As an action, the Restrained target can make a DC 19 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 20; hp 40; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Dragonator Lance. The ahtal-ka pulls a 20-foot long by 5-foot wide dragonator lance from the ground within 15 feet of it. It then throws it along a 120-foot line. Each creature along the line must make a DC 24 Dexterity saving throw, taking 22 (4d10) piercing damage on a failed save, or half as much damage on a successful one.

Throw (Recharge 5-6). The ahtal-ka uses its claws to pull its webbing attached to the rusted beam sending it crashing down in a 10-foot cube within 60 feet of it. Each creature within in that area must make a DC 24 Dexterity saving throw, taking 40 (9d8) bludgeoning damage and be knocked prone on a failed save, or half as much damage on a successful one and isn't knocked prone.

Scatter Webs (Recharge 6). The ahtal-ka releases ten 120-foot long 5-foot wide strands of golden webbing from its abdomen. Each strand goes in a different direction. If it impacts a hard surface, such as a wall, it immediately stops creating a line of webbing. Each creature that starts its turn in one of these lines or moves into one for the first time on a turn must make a DC 24 Dexterity saving throw or be restrained by the webbing. As an action, the restrained target can make a DC 19 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 20; hp 40; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Bonus Actions

Reel in. The ahtal-ka pulls the rusted beam it threw back to itself. Each creature in the path of the beam as it is pulled in must make a DC 24 Dexterity saving throw, taking 40 (9d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Ahtal-Neset

Gargantuan Construct, unaligned

Armor Class 23 (natural armor)
Hit Points 259 (14d20 + 112)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	26 (+8)	16 (+3)	17 (+3)	21 (+5)

Skills Perception + 17
Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 27
Languages —
Challenge 23 (50,000 XP) **Proficiency** +7

Axiomatic Mind. The ahtal-neset can't be compelled to act in a manner contrary to its nature or its instructions from the ahtal-ka.

Cocoon. At the heart of the ahtal-neset, a ahtal-ka resides within a golden cocoon. This cocoon acts as a if it was a *resilient sphere* meant for a huge sized creature. While in the cocoon, the ahtal-ka controls the ahtal-neset's actions and movement. When the ahtal-neset reaches 0 hit points, it falls apart and the ahtal-ka reappears in the neset's space using the Enraged Ahtal-Ka stat block.

Golden Orb. The ahtal-neset has three golden orbs made up of webbing. Each orb fits in a 5-foot cube, on its body; two are on either side of the back between its front and hind leg, the other is located 15 feet above its back on its neck. The orbs can be attacked and destroyed (AC 20; hp 50). Destroying an orb deals no damage to the ahtal-neset, but reduces the hit points it regains from its Golden Regeneration by 30.

Golden Regeneration. The ahtal-neset regenerates 90 hit points at the start of its turn if it has at least 1 hit point. The number of hit points it regains is reduced by 30 each time a Golden Orb is destroyed.

Golden Silk. When a creature makes a melee weapon attack against the ahtal-neset's webbing and misses, the weapon becomes stuck to it, requiring an action and a successful DC 19 Strength check to pull free.

Immutable Form. The ahtal-neset is immune to any spell or effect that would alter its form.

Siege Monster. The ahtal-neset deals double damage to objects and structures.

Walking Fortress. The ahtal-neset is a walking fortress, with four 20-foot tall climbable legs (Climb DC 20). Its back has two 20-foot long by 5-foot wide walkways adjacent to its legs.

At the start of the ahtal-neset's turn, each creature on it that cannot fly, or has not attached itself to the ahtal-neset in some way, must succeed on a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check or fall off the ahtal-neset.

Actions

Stomp. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one Large or smaller target on its body. *Hit:* The target is thrown 60 feet in the direction of the ahtal-neset's choosing. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature that is not on the ahtal-ka, that creature must succeed on a DC 23 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

The ahtal-neset can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ahtal-neset regains spent legendary actions at the start of its turn.

Detect. The ahtal-neset makes one Wisdom (Perception) check.

Tail. The ahtal-neset makes a Tail attack.

Ahtal-Neset

The Ahtal-Neset does not have it's own loot table. If you choose to use the Ahtal-Neset as its own monster, use the ahtal-ka's loot table

Enraged Ahtal-Ka

Huge beast (neopteron), chaotic evil

Armor Class 22 (natural armor)
Hit Points 310 (20d12 + 180)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	28 (+9)	16 (+3)	17 (+3)	21 (+5)

Saving Throws Dex +9, Con +16, Wis +10, Cha +12
Skills Perception + 17, Acrobatics +9
Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, stunned
Senses darkvision 120 ft., passive Perception 27
Languages —
Challenge 23 (50,000 XP) **Proficiency** +7

Dragonator Barrier. Four dragonators constantly spin around the ahtal-ka with the point of the lance cutting into the ground. When a creature starts its turn within 10 feet of the ahtal-ka or enters a space within 10 feet of the ahtal-ka for the first time on a turn, it takes 14 (4d6) slashing damage.

Enraged (Start of the Ahtal-Ka's First Turn). When the Enraged Ahtal-Ka emerges from its cocoon it immediately saves against all ongoing conditions and effects and gains one extra turn in the initiative order (roll initiative again to determine when its second turn occurs). Award a party an additional 50,000 XP (100,000 XP total) for defeating the Enraged Ahtal-Ka if this trait is used.

Freedom of Movement. The ahtal-ka ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Golden Silk. When a creature makes a melee weapon attack against the ahtal-ka's webbing and misses, the weapon becomes stuck to it, requiring an action and a successful DC 19 Strength check to pull free.

Legendary Resistance (3/Day). If the ahtal-ka fails a saving throw, it can choose to succeed instead.

Magic Resistance. The ahtal-ka has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The ahtal-ka uses its Dragonator Lance. It then makes one Claw Swipe attack, two Rusted Wheel attacks, and two Spiderweb Burst attack.

Claw Swipe. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage. If there is a creature within 5 feet of the target, that creature must make a DC 24 Dexterity saving throw, taking 19 (3d6+9) slashing damage on a failed save.

Rusted Wheel. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Spiderweb Burst. *Ranged Weapon Attack*: +16 to hit, reach 90/360 ft., one target. *Hit:* The target is restrained by golden webbing. As an action, the Restrained target can make a DC 19 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 20; hp 40; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Dragonator Lance. The ahtal-ka pulls a 20-foot long by 5-foot wide dragonator lance from the ground within 15 feet of it. It then throws it along a 120-foot line. Each creature along the line must make a DC 24 Dexterity saving throw, taking 22 (4d10) piercing damage on a failed save, or half as much damage on a successful one.

Dragonator Swarm. The ahtal-ka pulls six dragonators from the ground that are attached to it by golden threads. When it uses this action, and as a bonus action on subsequent turns, the ahtal-ka can hurl up to two dragonators to a location within 120 feet of it. Each creature within 5 feet of the location must make a DC 24 Dexterity saving throw, taking 22 (4d10) piercing damage on a failed save, or half as much damage on a successful one.

Throw (Recharge 5-6). The ahtal-ka throws the 20-foot tall, 5-foot wide rusted wheel on its back. The rusted wheel travels along the ground for 120 feet in any direction. The ahtal-ka travels with the wheel without provoking opportunity attacks, pulling it onto its back when the wheel stops. If the rusted wheel enters a creature's space during its travel, that creature must make a DC 24 Dexterity saving throw. On a failed save the creature is knocked prone and takes 81 (18d8) bludgeoning damage. On a successful save the creature takes half as much damage and isn't knocked prone.

Scatter Webs (Recharge 6). The ahtal-ka releases ten 120-foot long 5-foot wide strands of golden webbing from its abdomen. Each strand goes in a different direction. If it impacts a hard surface, such as a wall, it immediately stops creating a line of webbing. Each creature that starts its turn in one of these lines or moves into one for the first time on a turn must make a DC 24 Dexterity saving throw or be restrained by the webbing. As an action, the restrained target can make a DC 19 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 20; hp 40; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Ahtal-Ka

Challenge Rating 23 **Carves** 6

Carve Chance	Material	Slots
1-2	Iridescent Carapace	(A,W)
3-6	Ahtal-Ka Gold Cocoon	(A,W)
7-8	Queen Substance	(O)
9-11	Ahtal-Ka Purple Cocoon	(A,W)
12-13	Ahtal-Ka Pheromone	(A)
14-15	Royal Pyroxene	(O)
16-17	Ahtal-Ka Foreblade	(W)
18-19	Ahtal-Ka Fine Silk	(A,W)
20	Ahtal-Ka Alluring Gem	(A,W)

ARMOR MATERIAL EFFECTS

Iridescent Carapace
Secret Arts. Whenever you make a skill check with a skill you are proficient in, you gain a +3 bonus to the roll.

Ahtal-Ka Gold Cocoon
Talisman Boost. While wearing this armor, you double the effect of the material in your trinket.

Ahtal-Ka Purple Cocoon
You have advantage on Wisdom (Insight) checks while you wear this armor.

Ahtal-Ka Pheromone
You have resistance to necrotic damage while you wear this armor.

Ahtal-Ka Fine Silk
If you aren't wearing light, medium, or heavy armor; your base Armor Class is 14 + your Dexterity modifier.

Ahtal-Ka Alluring Gem
You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Iridescent Carapace
Partbreaker+3. You deal an extra 1d10 damage when you critically hit with this weapon.

Ahtal-Ka Gold Cocoon
Whenever you hit a creature with a range weapon attack, you can use a bonus action to pull the creature 10 feet towards you.

Ahtal-Ka Purple Cocoon
While holding this weapon, you gain a +3 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Ahtal-Ka Foreblade
Your weapon deals an extra 1d8 radiant damage.

Ahtal-Ka Fine Silk
This weapon has 3 runes that are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 19 Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a successful save.

Ahtal-Ka Alluring Gem
Latent Power +2. When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

OTHER MATERIAL EFFECTS

Queen Substance
A potent pheromone sometimes released by the Ahtal-Ka. It is highly valued by nobles (sell value 8000gp).

Royal Pyroxene
An upgrade material that can be used to upgrade your weapons or armor to legendary.

Altaroth

Insects that widely inhabit many areas. Noted for absorbing fruit, mushrooms and honey, then carrying them back to their nest. Materials can thus be collected from their swollen abdomens, whose color is related to what is being carried. Altaroth have large mandibles used for absorbing their favorite foods. To help them feed, special enzymes are used to digest these foods. The foods are changed before they're held in Altaroth's abdomen and brought back to the colony. Altaroth are quite fragile in nature.

Altaroth

Small monstrosity (neopteron), unaligned

Armor Class 12 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 20 ft.

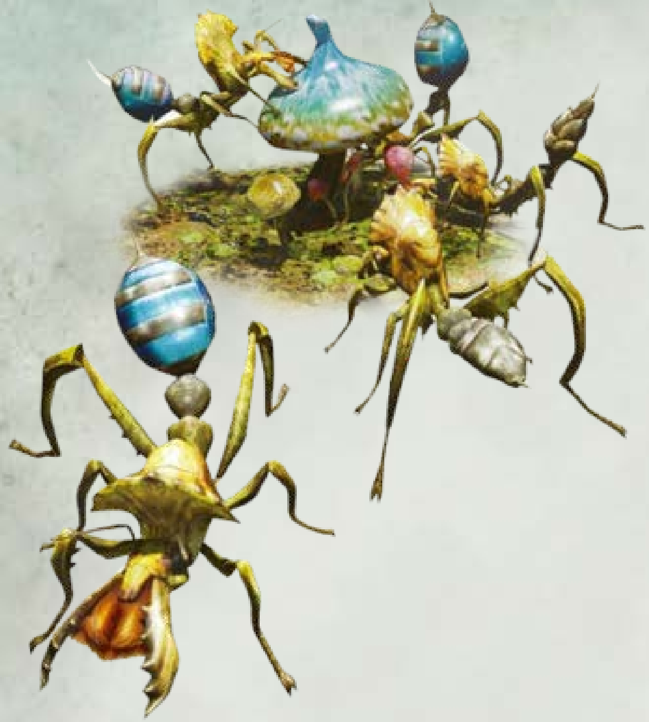
STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses passive Perception 8
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Actions

Corrosive Spit. *Ranged Weapon Attack.* +2 to hit, range 20/40 ft., one target. *Hit:* 2 (1d4) acid damage. If the creature is in either metal armor or has a metal shield being worn or carried, it takes a temporary -1 penalty to the AC it offers for 24 hours.

A **altaroth** is a nocturnal creature that can absorb mushrooms, berries, and other resources into the sacs on their backs. Alchemists and adventurers prize these creatures, for an altaroth sac contains a liquid said to cure any natural poison or disease. Though the sac is said to only hold its potency for ld6 days after the neopteron dies. Altaroth are most commonly found in forests and in mushroom groves.



Altaroth

Challenge Rating 0 **Carves** 1

Carve Chance	Material	Slots
1-4	Altaroth Stomach	(A)
5-10	Quality Sac	(O)
11-13	Altaroth Jaw	(W)
14-20	Monster Fluid	(O)

ARMOR MATERIAL EFFECTS

Altaroth Stomach

Transporter. While you are attuned to this armor, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

WEAPON MATERIAL EFFECTS

Altaroth Jaw

Forager. When you harvest mushrooms, you instead gather two.

OTHER MATERIAL EFFECTS

Monster Fluid

Uncommon or rare upgrade material that can be used for weapons or armor.

Quality Sac

When placed into a trinket, that trinket becomes a bag of holding and does not count against your number of trinkets you can bring on a hunt.

Bnahabra

Bnahabra are similar to the Vespoid. Bnahabra fly in a similar fashion, but there are various subspecies of the Bnahabra which vary between the regions, each with distinctly colored wings. Bnahabra are often seen attached to the sides of the walls seemingly lifeless, until an adventurer is close enough - then they fly away or attack. Unlike the Vespoid, Bnahabra can shoot a corrosive liquid which will reduce an adventurer's elemental resistance.

Bnahabra

Small monstrosity (neopteron), unaligned

Armor Class 12
Hit Points 5 (1d6 + 2)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Flyby. The bnahabra doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Corrosive Spray. *Ranged Weapon Attack.* +4 to hit, range 20/40 ft., one target. *Hit:* 2 (1d4) acid damage. Once per turn, the bnahabra can cause the target to be vulnerable to one of the following damage types for 1 hour (choose one, or roll a d6): **1.** fire; **2.** poison; **3.** lightning; **4.** cold; **5.** acid; **6.** necrotic.

Sting. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

Bnahabra

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-8	Bnahabra Shell	(A)
9-16	Bnahabra Wing	(W)
17-20	Monster Fluid	(O)

ARMOR MATERIAL EFFECTS

Bnahabra Shell

You reduce necrotic damage you take by 2 while you wear this armor.

WEAPON MATERIAL EFFECTS

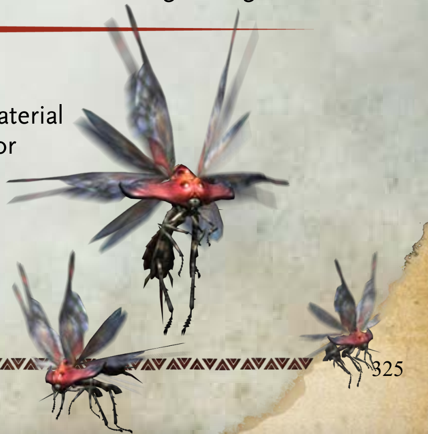
Bnahabra Wing

Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS

Monster Fluid

Uncommon or rare upgrade material that can be used for weapons or armor.



Great Thunderbug

Great Thunderbug are Thunderbug that have been living in a special environment, in most cases an Elder Dragon. From being in a special environment for so long, this Thunderbug has become giant, making it larger and brighter than other Thunderbugs. A Great Thunderbug's extracts still conduct electricity, even after dying.

Great Thunderbug can be seen most commonly and widespread in any location that is very warm and humid, and are known to feed on the electrical organs of other species, once the creature is dead.

Great Thunderbug are calm until threatened by a predator. In reality, there is only one Great Thunderbug in a swarm. Around this individual are smaller, normal Thunderbugs that are attracted to its glow. Due to the Great Thunderbug's glow, it becomes the leader of the Thunderbug swarm. By being together in a swarm, the Thunderbugs, along with their leader, the Great Thunderbug, are able to release powerful shocks that can actually paralysis threats quite easily. By swarming around a Great Thunderbug, the smaller Thunderbugs are able to generate a more powerful shock that is stronger than a regular Thunderbug's shock. The Great Thunderbug is always in the center of the swarm and if killed the other Thunderbugs will go their separate ways.

Great Thunderbug

Small monstrosity (neopteron), unaligned

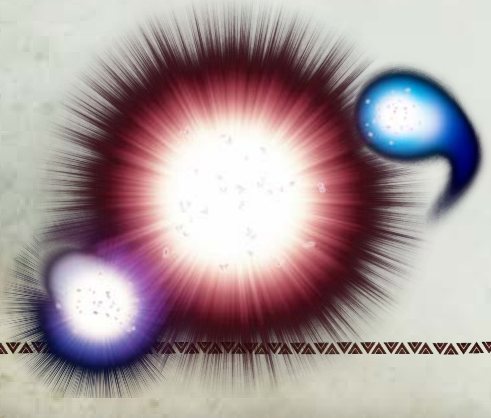
Armor Class 13 (natural armor)
Hit Points 10 (3d6)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Actions

Shock. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 5 (2d4) lightning damage and the target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on a success.



Great Thunderbug

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-10	Thunderbug	—
11-16	Shocking Extract	(W)
17-20	Monster Fluid	(O)

WEAPON MATERIAL EFFECTS

Shocking Extract
While attuned to this weapon you know the *shocking grasp* cantrip. If you already know this cantrip, you gain a +1 bonus to its spell attack roll.

OTHER MATERIAL EFFECTS

Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

Hornetaur

Hornetaurs sport a large horn for their size that may be used for defense. Their legs are strong, much like a Grasshopper's, so they can jump great distances. Their wings are sharp enough to cut human skin just by brushing against them. Hornetaurs will frequently attack the adventurer in groups, making it irksome to fight other monsters in the area. Hornetaur are ravenous eaters that can eat away whole fields in a day's time. They will pretty much eat everything in an area like a locust, causing major amounts of damage while doing so.

Hornetaur

Tiny monstrosity (neopteron), unaligned

Armor Class 12 (natural armor)
Hit Points 4 (2d4 - 1)
Speed 20 ft.

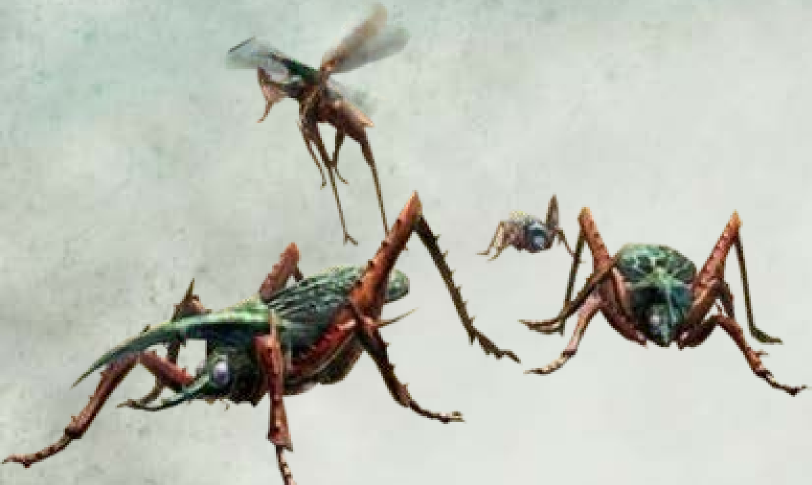
STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	9 (-1)	3 (-4)	5 (-3)	3 (-4)

Skills Stealth +3
Senses passive Perception 7
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Pack Tactics. The hornetaur has advantage on an attack roll against a creature if at least one of the hornetaur's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Horn. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.



Hornetaur

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-6	Hornetaur Shell	(A)
7-12	Hornetaur Wing	(A)
13-17	Monster Fluid	(O)
18-20	Hornetaur Head	(W)

ARMOR MATERIAL EFFECTS

Hornetaur Shell
You reduce necrotic damage you take by 2 while you wear this armor.

Hornetaur Wing
While you wear this armor, you can use an action, to magically clean yourself, your outfit, and your armor itself of dirt, grime, sweat, and so forth.

WEAPON MATERIAL EFFECTS

Hornetaur Head
Your weapon deals an extra 1 necrotic damage.

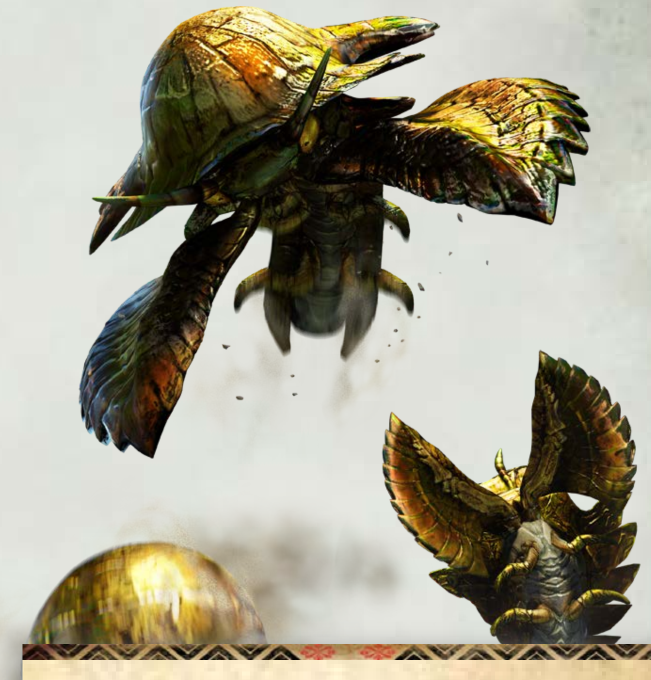
OTHER MATERIAL EFFECTS

Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

Konchu

Konchu are highly adaptable and can be found in just about every type of environment. Interestingly. Konchu has a hard shell used for protection against threats. Konchu can curl themselves up into small balls, allowing them to roll around at high speeds. This adaptation can be used as both a means of escape and a form of attack. Konchu also possess powerful jaws used for grasping on to food. Variations of Konchu can have different colors depending on their environment, which they use as a form of camouflage to protect themselves from possible predators.

Konchu mostly stay hidden until they are threatened or smell food. Konchu will swarm around kills but they will wait until the predator is finished with that kill before feeding on the leftovers. When threatened, Konchu will attempt to frighten their attacker away by raising themselves onto their back feet and waving their fan-like pincers. If this does not work, they will proceed to launch themselves at their attacker in an attempt to tackle them. Oddly enough, some hunters have witnessed Konchu crawling on to the bodies of larger monsters and remaining there. This strange phenomenon seems to act as a natural form of armor for the large monsters on which the Konchu place themselves, making it difficult for hunters to damage the monster while it is covered in Konchu and their strong shells. It is uncertain whether this behavior is a sign of some sort of symbiotic relationship between Konchu and other monsters or not.



Konchu

Small monstrosity (neopteron), unaligned

Armor Class 11 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Skills Stealth +4
Senses passive Perception 9
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Actions

Claw. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Roll. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. If the konchu moves at least 20 feet straight toward a target immediately before the hit, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Konchu

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-12	Konchu Shell	(A)
13-17	Sharp Fang	(W)
18-19	Armor Sphere	(O)
20	Monster Fluid	(O)

ARMOR MATERIAL EFFECTS

Konchu Shell
While you are attuned to this armor, you can doff or don it as an action.

WEAPON MATERIAL EFFECTS

Sharp Fang
Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS

Armor Sphere
Uncommon armor upgrade material

Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

Seltas

Seltas is a large, mantis-like insectoid with a brightly-colored, highly resistant exoskeleton, which is covered in spines and knobs. He has six legs, the foremost pair are armored and weaponized for combat, and a pair of collapsible wings. His head is hidden beneath a large, armored canopy that extends far beyond the rest of his upper body. He has a pair of compound eyes and powerful slicing mandibles. Seltas is the male counterpart to the Seltas Queen.

Seltas is predatory in nature, both large and powerful enough to prey on both hunters and small monsters alike. He is known to attack from the skies and use his weaponized forelimbs to attack. In addition, he is commonly known to attach himself to his massive female partner and transport her with his powerful wings.

When he is forced to merge with Seltas Queen, he will struggle at first to escape. But when the merge has been completed, he will fight alongside Seltas Queen without question as if hypnotized. He won't even fight back when being eaten by his mate, indicating that Seltas Queen has full control of Seltas.

Seltas possess an organ within their body that produces a disgusting liquid. This liquid can be used as a weapon, and as a means of feeding, as the liquid is highly corrosive by itself. Seltas have a long, armored canopy that can be used to pierce through predators and prey alike, which is also able to pierce through rock with their powerful speed. The main weapon of the Seltas, his claws, are used as weapons and as tools to hold down and subdue prey.

Seltas

Medium monstrosity (neopteron), unaligned

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	4 (-3)	9 (-1)	3 (-4)

Damage Immunities necrotic
Senses passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency** +2

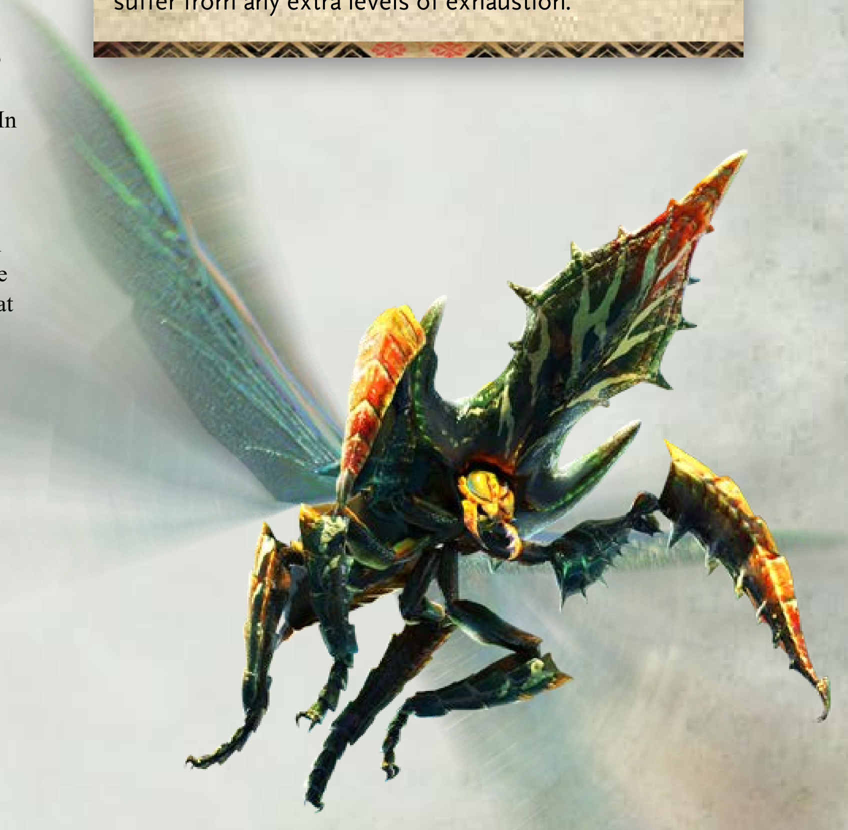
Actions

Multiattack. The seltas makes two Claw attacks and one Horn attack.

Claws. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Horn. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

Tail. *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. *Hit:* 9 (2d8) acid damage and the target must make a DC 12 Constitution saving throw or have its movement speed reduced by 10 feet and suffer from 1 level of exhaustion for 1 minute. If it fails the saving throw by 5 or more, the duration is increased to 1 hour. Each time a creature fails this saving throw after the first, the duration is reset, but it does not suffer from any extra levels of exhaustion.



Seltas

Challenge Rating 3 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-8	1-3	Seltas Shell	(A)
9	4	Aqua Sac	(A,W)
10-12	5-9	Seltas Wing	(A,W)
13-15	10-13	Drone Substance	(W,O)
16-18	14-17	Monster Fluid	(O)
19-20	18-20	Seltas Horn	(A,W)

ARMOR MATERIAL EFFECTS

Seltas Shell
You reduce cold and necrotic damage you take by 2 while you wear this armor.

Aqua Sac
You can hold breath underwater for twice as long as normal while you wear this armor.

Seltas Wing
While wearing this armor you can use an action to cast the *feather fall* spell from it. Once used, you can't use this property again until the next dawn.

Seltas Horn
Archaeologist. When you successfully gather a bone resource, you instead gather 2.

WEAPON MATERIAL EFFECTS

Aqua Sac
You can cast the *water breathing* spell once per long rest, while attuned to this weapon.

Seltas Wing *(Gunlance Only)*
Artillery. While attuned to this weapon, your wyvernfire can now be used twice per long rest.

Drone Substance
Capture Novice. While attuned to this weapon, tranq bombs and tranq ammo roll an extra 2d8 when it hits a creature.

Seltas Horn
Load Up. Your normal ammo capacity increases by 10 while you are attuned to this weapon.

OTHER MATERIAL EFFECTS

Drone Substance
This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if it attempt to charm a creature with spells or spell like abilities, the targeted creature has disadvantage on its saving throw.

Cursed. When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

Seltas Queen

The Seltas Queen is a very large, beetle-like Neopteron with an armor-like exoskeleton covering its body. She is primarily a lustrous green color, but also features beige stripes and orange spines. She has six limbs, four of which make contact with the ground, the other two being used for digging and grasping prey. In addition, she has a long, segmented tail with a large pincer-like structure at the end. Seltas Queen is the female counterpart to Seltas, although she is physically very different.

These creatures are so heavy that whenever they walk the ground will shake. Seltas Queen have massive and powerful legs that end with two claws. These powerful limbs not only enable the giant insect to climb up rocky, uneven terrain, but greatly make the task of burrowing easy. The large pincers on the tail are mainly used for defense but can also be used as another limb for both grabbing objects and prey alike. In its tail, there are specialized organs that produce pheromones that'll send a Seltas flying to a female's exact location. When the male is within range, the female will quickly grab it and inject a special pheromone-like substance that causes the male to cease struggling. The male is then under the female's complete control and will do whatever she requires of him. If in battle, both the male and female will fight as one, this makes fighting the deadly Seltas Queen even deadlier as the two neopterons will fight as one. A seltas queen is also capable of spitting balls of high-pressured watery mucus from its mandibles to slow down and injure prey.

Leading a mainly solitary lifestyle, Seltas Queen will only seek out the company of a Seltas if needed. Whether it be for food, mating, transportation, or added protection a Seltas Queen won't hesitate in releasing her specialized pheromones to bend a male to her will. Amazingly if in battle and in dire need of sustenance a Seltas Queen will not hesitate in violently killing and then eating her male counterpart to survive.

Seltas Queen

Huge monstrosity (neopteron), unaligned

Armor Class 18 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 40 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	10 (+0)	12 (+1)	6 (-2)

Damage Immunities acid, necrotic
Senses passive Perception 11
Languages —
Challenge 11 (7,200 XP) **Proficiency** +4

Actions

Multiattack. The seltas queen makes one Claw attack and one Tail attack; or it makes three Water Orb attacks.

Claws. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) piercing damage. If the target is Large or smaller, it is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the seltas queen can't make Tail attacks against another target.

Water Orb. *Ranged Weapon Attack.* +8 to hit, reach 30/120 ft., one target. *Hit:* 10 (3d6) acid damage.

Call for Aid (1/day). The seltas queen releases pheromones, calling 2 (1d4) seltas to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the seltas queen, obeying its commands.

Bonus Actions

Drone Slave. The seltas queen takes a seltas as a drone slave, by grabbing one within 10 feet of it. The seltas and the queen take up the same spaces (though they can be targeted separately) and the seltas queen gains a flying speed of 60 feet. The seltas must use its action every turn to hold onto the seltas queen.

Legendary Actions

The seltas queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The seltas queen regains spent legendary actions at the start of its turn.

Attack. The seltas queen makes a Water Orb attack.

Devour. The seltas queen eats a seltas that is within 10 feet of her, regaining a number of hit points equal to the seltas' current hit points.

Release Pheromones (Costs 2 Actions). The seltas queen releases a 100-foot-radius sphere cloud of pheromones centered on her. The sphere spreads around corners and remains until the end of the seltas queen next turn. Each creature in the sphere, except for the seltas queen and other seltas, has disadvantage on Constitution saving throws to maintain concentration. If a seltas is charmed in the area, it is no longer charmed.

Seltas Queen

Challenge Rating 11 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-4	S.Queen Shell	(A,W)
9	5-6	Drone Substance	(W,O)
10-15	7-13	S.Queen Pectus	(A,W)
16-17	14-16	S.Queen Claw	(A,W)
18-19	17-19	Torrent Sac	(A,W)
20	20	S.Queen Extract	(O)

ARMOR MATERIAL EFFECTS

S.Queen Shell
While wearing this armor you can summon a baby seltas for 1 hour. During this time, it clings to your back and grants you a flying speed of 10 feet. Once used, you can't use this property again until the next dawn.

S.Queen Pectus
Hero Shield. You are immune to bludgeoning, piercing, and slashing damage from CR 2 or lower creatures while you wear this armor.

S.Queen Claw
You have resistance to acid damage while you wear this armor.

Torrent Sac
While you are attuned to this armor, you can use a bonus action to exhale an icy blast in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4d6 acid damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to half your proficiency bonus, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

S.Queen Shell *(Gunlance Only)*
Artillery+. While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.

Drone Substance
Capture Expert. While attuned to this weapon tranq bombs and tranq ammo roll an extra 2d8 when it hits a creature.

S.Queen Pectus
Load Up+. While attuned to this weapon, you increase the maximum capacity for all your ammo by 2.

S.Queen Claw
Ammo Saver+. When you make a ranged weapon attack and roll a 15 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).

Torrent Sac *(Spellcaster Only)*
This weapon has 5 runes. While holding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *charm person* (1 rune), *feather fall* (1 rune), *ray of frost* (1 rune), *enhance ability* (2 runes), or *enthrall* (2 runes). The weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

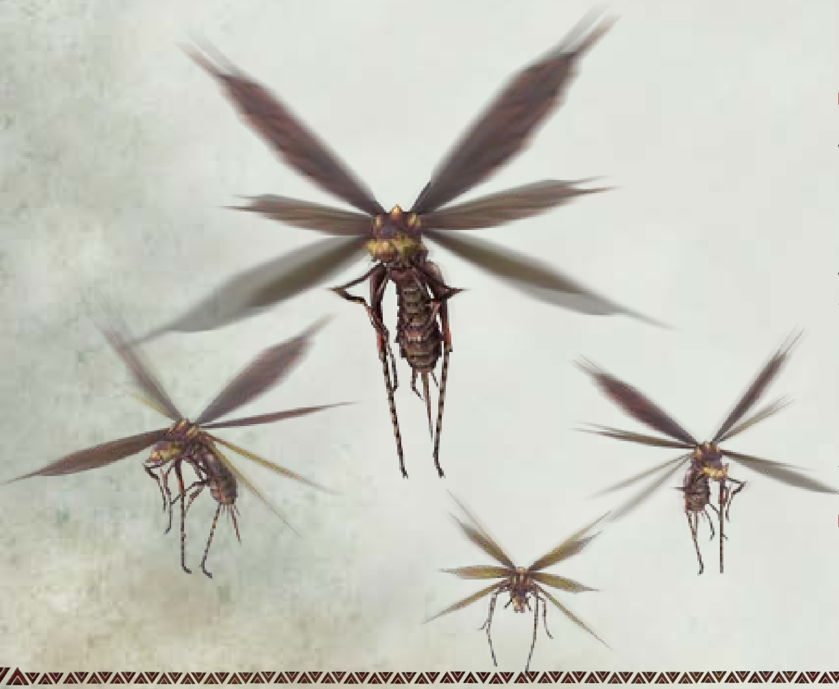
S.Queen Extract
An upgrade material that can be used to upgrade your weapons or armor to rare or very rare.

Drone Substance
This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if it attempts to charm a creature with spells or spell like abilities, the targeted creature has disadvantage on its saving throw.

Cursed. When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

Vespoid

Vespoids are wasp-like insects roughly the size of a housecat. They have barbed stingers at the end of their abdomens, and fly using three pairs of wings. They are known to be a nuisance for adventurers, due to their stingers loaded with a neurotoxin that can paralyze foes. Vespoid are simple workers to a single large Vespoid Queen. They come in two varieties. The small worker Vespoid is charged with gathering food, maintaining the hive, and caretaking the queen and her eggs. The large, sturdier soldier vespoids exist for the sole purpose of defending the queen. They will frequently attack any intruders, no matter how large or small. Their stingers don't penetrate the thick shells of most wyverns, but pose a significant deterrent to humans and Fanged Beasts alike.



Vespoid

Tiny monstrosity (neopteron), unaligned

Armor Class 12
Hit Points 5 (2d4)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Flyby. The vespoid doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Sting. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage and the target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vespoid

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-10	Vespoid Shell	(A,W)
11-17	Vespoid Wing	(W)
18-20	Monster Fluid	(O)

ARMOR MATERIAL EFFECTS

Vespoid Shell
Honey Hunter. Once per day, when you use an herbalist kit to gather plants, you gather 1 honey with it.

WEAPON MATERIAL EFFECTS

Vespoid Shell
While attuned to this weapon your save DC for condition causing effects, such as the *sleep* spell, or a material effect, is increased by 1.

Vespoid Wing
This weapon has 2 runes, that it regains daily at dawn. When you hit a creature with this weapon you can expend a rune to have the target make a DC 10 Constitution saving throw. On a failed save the target is incapacitated and has its movement speed is reduced to 0 for 1 minute. A creature can repeat this saving throw at the end of its turn, ending the effect on a success.

OTHER MATERIAL EFFECTS

Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

Vespoid Princess

Small monstrosity (neopteron), unaligned

Armor Class 13 (natural armor)
Hit Points 20 (3d4 + 3)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	13 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Flyby. The vespoid doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Sting. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Corrosive Spray. The vespoid sprays corrosive acid at a creature within 15 feet of it. That creature must make a DC 12 Dexterity saving throw, taking 3 (1d6) acid damage on a failed save or half as much damage on a successful one. If the target has a nonmagical weapon made of metal, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Bonus Actions

Aggressive. The vespoid moves up to its speed toward a hostile creature that it can see.

Vespoid Princess

When a vespoid queen is near death, it gives birth to a new queen, commonly known as a vespoid princess until it fully matures. These princesses looks almost exactly like a normal vespoid, only much larger with the same rainbow wings as a vespoid queen.

While the vespoid queen may spend most of its life in the hive, the vespoid princess finds opportunities to venture out and hunt, taking command of the vespoids that it brings with. The vespoid princesses are known to be more aggressive than their late queens, often testing its strength against tougher opponents, costing the vespoid princess its life more often than not.

Due to this, it is not unheard of for a vespoid queen nearing death to give birth to multiple princesses at the same time. Should more than one survive by the time the queen passes, the princesses fight to the death, to determine who rules the hive.

Vespoid Princess

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-9	PrincessVespoidShl	(A)
10-16	VespoidPr'sCrown	(W)
17-20	Monster Fluid	(O)

ARMOR MATERIAL EFFECTS

PrincessVespoidShl

Entomologist. When you capture an insect with a bug net, you instead catch two.

WEAPON MATERIAL EFFECTS

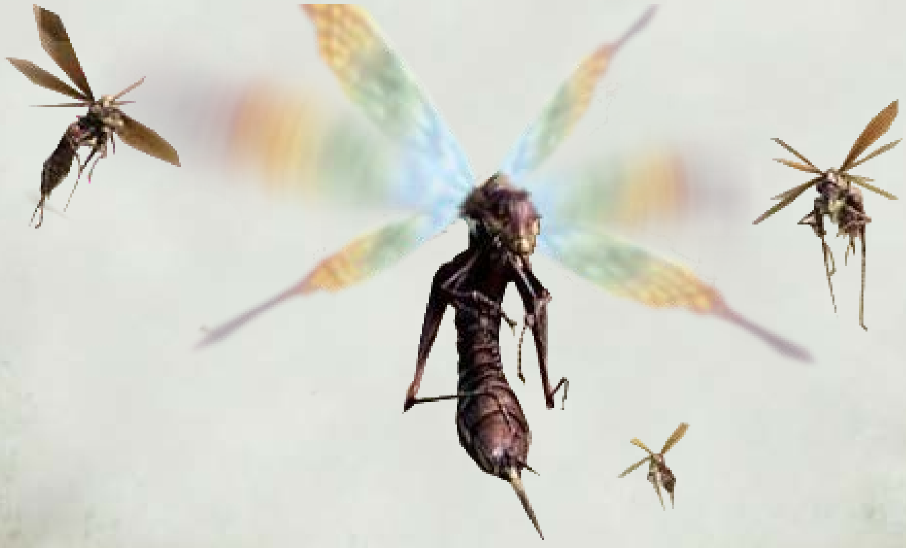
VespoidPr'sCrown

You know the *acid splash* cantrip while attuned to this weapon.

OTHER MATERIAL EFFECTS

Monster Fluid

Uncommon or rare upgrade material that can be used for weapons or armor.



Vespoid Queen

The Vespoid Queen looks similar to the average Vespoid but is several times larger, with a more pronounced abdomen and giant, rainbow coloured wings. She has a rigid exoskeleton covering her soft innards and she has a crown-like structure atop her head.

Vespoid Queen rarely leave their nests as they send out workers to forage for food. They feed on smaller insects, birds, small mammals, lizards, and some vegetation. Whenever the queen does leave the nest she puts herself in serious danger as she can be preyed upon by creatures such as Gypceros, Yian Kut-Ku, Hypnocatrice, and Plesioth.

The Vespoid Queen rarely does battle; when it does, it essentially performs the same attacks as Vespoids with more power; however, it does possess an additional attack: it sprays body fluid at hunters that halves defense. It also produces a beating sound in order to command the swarm of Vespoid in battle. The queen spends a vast majority of her time staying within the nest and laying eggs.

Vespoid Queen

Medium monstrosity (neopteron), unaligned

Armor Class 14
Hit Points 27 (5d8 + 5)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	9 (-1)

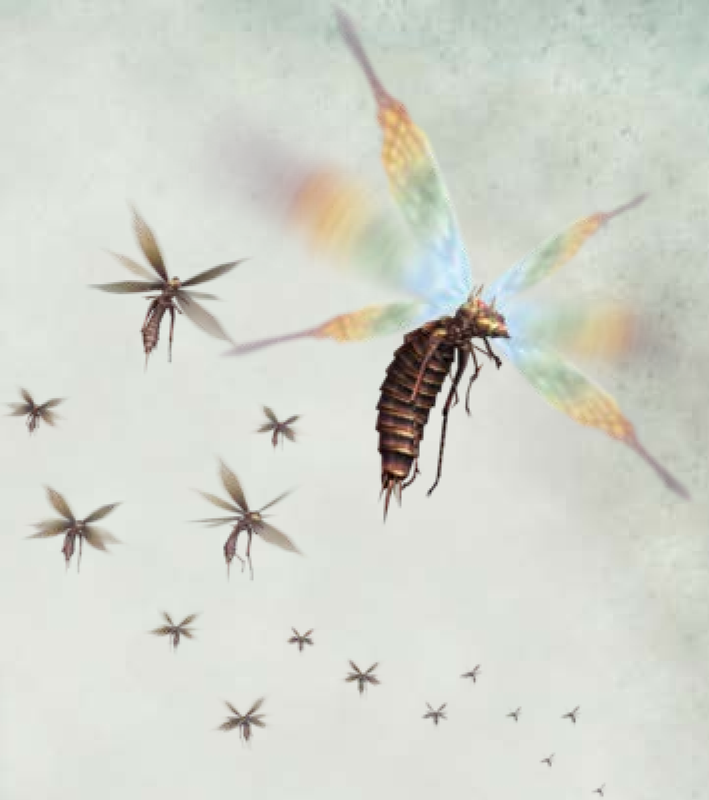
Senses passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Flyby. The vespoid queen doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Sting. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 10 (4d4) poison damage and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Corrosive Gas (Recharge 5-6). The vespoid queen releases a corrosive gas from her stinger in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save or half as much damage on a successful one. If a creature in that area has a nonmagical weapon made of metal, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.



Vespoid Queen

Challenge Rating 1 **Carves** 2

Carve Chance	Material	Slots
1-4	Vespoid Abdomen	(A,W)
5-12	QueenVespoidShl	(A)
13-17	Monster Fluid	(O)
18-20	VespoidQn'sCrown	(W)

ARMOR MATERIAL EFFECTS
Vespoid Abdomen
While you wear this armor, the maximum number of resources your party can gather on a hunt is increased by 1.

QueenVespoidShl
Entomologist. When you capture an insect with a bug net, you instead catch two.

WEAPON MATERIAL EFFECTS
Vespoid Abdomen *(Spellcaster Only)*
You know the *poison spray* cantrip while attuned to this weapon. If you already know it, the DC of the spell increases by 1.

VespoidQn'sCrown
When you hit a creature with this weapon and it is suffering from a condition, it takes an extra 2 damage of the same type dealt.

OTHER MATERIAL EFFECTS
Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

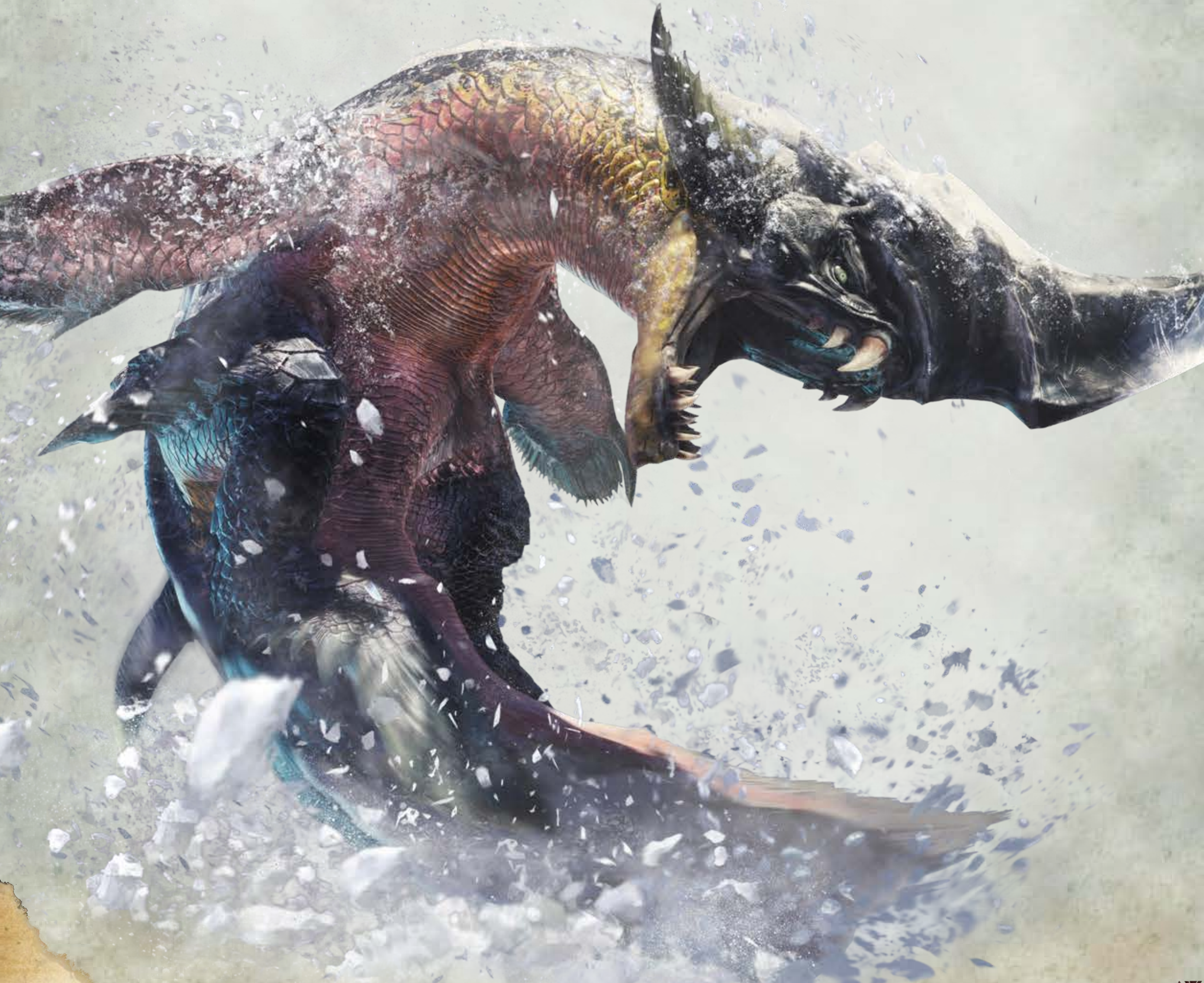
Piscine Wyverns

The term 'Piscine' is applied to creatures that are known to swim or glide in preference to walking on solid ground. The body structure of a Piscine usually resembles that of a fish, with lesser evolved legs in comparison to most other monster species. Piscines include the sand-dwelling creatures, which can be found throughout the desert. Monsters found commonly in the waters and one which dwells in magma, and can be found in the volcanic areas. Piscines are also known as Wyverns, due to their similar structure and ability of flight. All Piscines have two Limbs that enable them to walk on land, and a selection of Fins to help them swim through their chosen habitat. Many of their "wings" have evolved into fins.

Beotodus

Beotodus has the same body structure as the other New World's piscine wyverns -- stocky body and short fins -- but has a differently shaped head. Its head is slim with intense green eyes. Also unlike the others is a large black horn-like fin that projects far from its head. beotodus's scales are black with yellow on the underbelly and head. Beotodus has a single shark-like dorsal fin and two small ear-like fins on its head. Like jyuratodus, it covers its head, body, and tail in snow.

Beotodus swims through ice and deep snow as if it were water, not unlike zamtrios. This allows it to easily sneak up on and overwhelm prey hindered by the snow, though they are vulnerable to sonic bombs. It can also be forced to surface if the protective snow it covers itself in is broken off and sufficient damage is dealt to its body. Beotodus is significantly more vulnerable until it can replace its snow covering. When weakened or unable to reach a creature the beotodus will fling snow and ice at them.



Beotodus

Huge wyvern (piscine), unaligned

Armor Class 15 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 30 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	8 (-1)	14 (+2)	8 (-1)

Damage Immunities cold, necrotic
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 12 (8,400 XP) **Proficiency** +4

Frostblight. Whenever a creature takes cold damage from one of the beotodus attacks or is within 5 feet of the beotodus when it moves for the first time on its turn, it must succeed on a DC 17 Constitution saving throw or become afflicted with iceblight for 1 minute on a failed save. A creature that is resistant or immune to cold damage automatically succeeds on its saving throw.

Sensitive Ears. If the beotodus is is underground or partially submerged and takes thunder damage, or a spell or effect that emits a loud noise *(per the description of the effect)* is used within 60 feet of it, it must succeed on a DC 15 Constitution saving throw. On a failed save, the beotodus must immediately use its reaction to move toward the surface and fully emerged if it has the movement speed to do so. The beotodus automatically fails this saving throw if a sonic bomb is used within range of it.

Standing Leap. The beotodus' long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Wade. The beotodus can partially submerge itself in snowy or icy terrain. While partially submerged, it has three-quarters cover (+5 bonus to AC and Dexterity saving throws) and can only use the following actions: Deadly Leap, Horn, and Slip 'n' Slide.

Actions

Multiattack. While above ground, the beotodus makes one Horn attack, one Tail attack, and one Hip Check. It can replace any attack with a Ice Chunk attack. While partially submerged, it uses Deadly Leap and makes one Horn attack.

Hip Check. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Ice Chunk. *Ranged Weapon Attack:* +8 to hit, reach 20/60 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 4 (1d8) cold damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Deadly Leap (Must be Partially Submerged). If the beotodus jumps at least 15 feet as part of its movement, it can then use this action to land partially submerged in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) taking 11 (2d6 + 4) bludgeoning damage plus 10 (3d6) cold damage and be knocked prone. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the beotodus's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the beotodus' space.

Slip 'n' Slide (Recharge 5-6). The beotodus moves up to its speed, while spinning at an incredible speed. During this move, it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the beotodus moves through must succeed on a DC 16 Dexterity saving throw or take 17 (3d8 + 4) bludgeoning damage plus 13 (3d8) cold damage and be knocked prone.

Bonus Actions

Snow Armor (3/day). While in snowy terrain, the beotodus can cover itself in a thick layer of snow. While covered snow, it gains a +2 bonus to its AC and it has resistance to bludgeoning damage. Additionally when a creature touches the beotodus or hits it with a melee attack while within 5 feet of it it must make a DC 17 Constitution saving throw or be afflicted with iceblight until the end of its next turn.

Whenever the beotodus is subjected to fire damage there is a 50% chance that the snow armor melts, reducing its AC bonus by 1. Once its bonus AC from this effect is reduced to 0, the effect ends.

Legendary Actions

The beotodus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The beotodus regains spent legendary actions at the start of its turn.

Detect. The beotodus makes a Wisdom (Perception) Check.

Attack (Costs 2 Actions). The beotodus makes one Tail attack while on land, or one Horn attack while partially submerged.

Beotodus

Challenge Rating 12 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Beotodus Shard	(A,W)
5-8	5-8	Beotodus Cortex	(A)
9-12	9-12	Cryo Sac	(A,W)
13-15	13-15	Beotodus Hardhorn	(A,W)
16-19	16-18	Beotodus Grandfin	(A,W)
20	19-20	Beotodus Gem	(A,W)

ARMOR MATERIAL EFFECTS

Beotodus Shard

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to necrotic damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Beotodus Cortex

Aquatic/Polar Mobility. You ignore difficult terrain created by ice or snow and you have a swimming speed equal to your walking speed while you wear this armor.

Cryo Sac

You have resistance to cold damage while you wear this armor.

Beotodus Hardhorn

Stamina Surge+2. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

Beotodus Grandfin *(Sorcerer, Warlock, & Wizard Only)*

This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to coat your armor in magical ice, gaining 15 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 15 cold damage.

Beotodus Gem

Health Boost. While wearing this armor, your hit point maximum increases by 1 for each character level you have.

WEAPON MATERIAL EFFECTS

Beotodus Shard *(Druid, Sorcerer, & Wizard Only)*

While attuned to this weapon you know the *ice knife* spell. If you have to prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Cryo Sac

Your weapon deals an extra 1d6 cold damage.

Beotodus Hardhorn

While attuned to this weapon, you can use an action to cast the *snilloc's snowball swarm* spell from it. This property can be used twice, regaining all expended uses daily at dawn.

Beotodus Grandfin

When you hit a creature with this weapon it must make a DC 13 Constitution saving throw. On a failed saving throw, the creature is afflicted with iceblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this weapons trait for 24 hours.

Beotodus Gem

When you cast a spell that deals cold damage, you gain a +2 bonus to its spell attack roll and you ignore half cover when making a spell attack.

Cephadrome

Cephadrome have yellow eyes, yellow or pink fins and blue or purple scale covered skin. This skin appears brownish black due to sand covering their body. They have a flat, diamond-shaped head (much like a hammerhead shark or a Diplocaulus, an extinct prehistoric amphibian), fins, and tail, which helps propel them through the sand.

Cephadrome are very aggressive, however, it will assume evasive maneuvers if it senses that the threat is too dangerous. Cephadrome swims in sand to avoid danger, then attacks unexpectedly to startle its foe. It also uses a sand "spray" to attack from a distance. A leader's role may be as a main attacker. A Cephadrome is also very protective of the Cephalos in its pack. They will attack larger predators or even the aggressive Diablos to distract the foe away from its pack.

Interestingly, the life of these creatures begins in water. The females will lay their eggs in an oasis and those eggs will hatch during the dry season. After the offspring hatch they will swim in the mud and as it dries it will become much tougher for the hatchlings to swim in. When the mud begins to turn into sand the hatchlings will slowly learn to swim through the sands of the desert and it is very important that they do so.

Cephalos

Cephalos' body shapes are streamlined and flat, to help them swim through the sand. They have a vaguely hammer-shaped head, with eyes that face upwards. Their brown and beige coloration helps them camouflage themselves among the desert sands. These monsters are surprisingly social, swimming through the loose sand and hunting in packs. They are predatory, and can work together to defeat creatures many times their size.

From spending large amounts of time swimming in the sand, their eyesight has become very poor and now they are nearly blind. Instead Cephalos listens not only for the footsteps of prey but, also for the breathing of prey. If the sounds are extremely loud, they will be shocked out of the ground and stunned by the loud noise. To stay cool in the heat of the desert, its scales hold large amounts of moisture in its body, allowing for more activity in its environment. They can't breath in the sand so they have to occasionally jump out the sand in order to breathe air. While swimming, however, they will swallow some of the sand as they swim. The swallowed sand is stored in a special organ in their body, that combines sand with its mucus, and saves this sand as a weapon to injure prey.

The true color of a Cephalos is blue, or rarely purple, but over time sand sticks to their bodies covering the blue coloration. Mildly aggressive, Cephalos are known for gathering in packs and hunting alongside their leaders, Cephadrome. They are also known for migrating to different parts of the desert when food sources are drained.

Cephadrome

Huge wyvern (piscine), unaligned

Armor Class 16 (natural armor)
Hit Points 175 (14d12 + 84)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	23 (+6)	9 (-1)	10 (+0)	7 (-2)

Skills Perception +3
Damage Resistances fire, necrotic
Senses passive Perception 13
Languages —
Challenge 7 (2,900 XP) **Proficiency** +3

Keen Hearing. The cephadrome has advantage on Wisdom (Perception) checks that rely on hearing.

Sensitive Ears. The cephadrome must succeed on a DC 15 Constitution saving throw if it is underground and takes thunder damage, or a spell or effect that emits a loud noise *(per the description of the effect)* is used within 60 feet of it. On a failed save, the cephadrome must immediately use its reaction to move toward the surface. If it reaches the surface while still having movement left, it launches into the air and lands prone on the ground. The cephadrome automatically fails this saving throw if a sonic bomb is used within range of it.

Actions

Multiattack. The cephadrome makes one Hip Check attack and one Tail attack; or two Sand Blast attacks.

Hip Check. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Sand Blast. *Ranged Weapon Attack.* +8 to hit, reach 30/120 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Cephadrome

Challenge Rating 7 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-2	Piscine Liver	(O)
4-7	3-10	Cephalos Fin	(A)
8-13	11-14	Cephalos Fang	(A,W)
14-19	15-19	Med Monster Bone	(O)
20	20	Coral Cephalos Scale	(A,W)

ARMOR MATERIAL EFFECTS

Cephalos Fin
You have advantage Wisdom (Medicine) checks while you wear this armor.

Cephalos Fang
You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor. **Coral Cephalos Scale**
Constitution. The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

WEAPON MATERIAL EFFECTS

Cephalos Fang
Your cold spells deal extra 1d4 cold damage.

Coral Cephalos Scale *(Ranged Weapon Only)*
Deadeye. Your weapon's normal attack range is increased by 20 feet.

OTHER MATERIAL EFFECTS

Med Monster Bone
Rare armor upgrade material.

Piscine Liver
After it is cooked (DC 11), it can be eaten to cure any disease or poison.

Cephalos

Large wyvern (piscine), unaligned

Armor Class 11 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	7 (-2)	9 (-1)	5 (-3)

Skills Perception +1
Senses passive Perception 11
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Keen Hearing. The cephalos has advantage on Wisdom (Perception) checks that rely on hearing.

Sensitive Ears. The cephalos must succeed on a DC 15 Constitution saving throw if it is underground and takes thunder damage, or a spell or effect that emits a loud noise *(per the description of the effect)* is used within 60 feet of it. On a failed save, the cephalos must immediately use its reaction to move toward the surface. If it reaches the surface while still having movement left, it launches into the air and lands prone on the ground. The cephalos automatically fails this saving throw if a sonic bomb is used within range of it.

Actions

Hip Check. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Sand Blast. *Ranged Weapon Attack.* +6 to hit, reach 30/120 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Cephalos

Challenge Rating 2 **Carves** 1

Carve Chance	Material	Slots
1-10	Piscine Liver	(O)
11-15	Cephalos Scale	(W)
16-19	Piscine Fang	(A,W)
20	Cephalos Fin	(A)

ARMOR MATERIAL EFFECTS

Cephalos Fin
You have advantage Wisdom (Medicine) checks while you wear this armor.

Piscine Fang
Archaeologist. When you successfully gather a bone resource, you instead gather 2.

WEAPON MATERIAL EFFECTS

Cephalos Scale
Load Up. Your normal ammo capacity increases by 10 while you are attuned to this weapon.

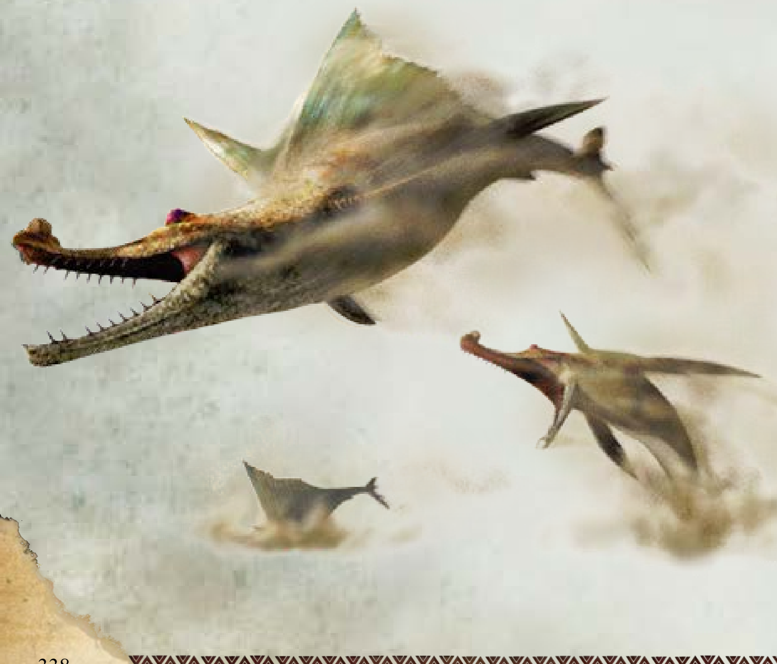
Piscine Fang
Your weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS

Piscine Liver
After it is cooked (DC 11), it can be eaten to cure any disease or poison.

Delex

Delex have the ability to "swim" through sand, like the cephalos, and even expel small sand blasts from their mouth at attackers. Due to their nimbleness they are difficult to hit. Several appear in the fights with Jhen Mohran and Dah'ren Mohran, jumping onto the boat and attacking Hunters that get in their way. Delex hunt in small groups of six or seven individuals and likely prey upon small animals. They also scavenge off the remains left by larger desert-dwelling monsters.



Delex

Small wyvern (piscine), unaligned

Armor Class 11
Hit Points 22 (5d6 + 5)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	1 (-5)	8 (-1)	10 (+0)

Damage Immunities cold, fire, necrotic
Senses tremorsense 60 ft., passive Perception 9
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Tunnel. The delex doesn't provoke an opportunity attack when it burrows out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Sand Blast. *Ranged Weapon Attack.* +3 to hit, reach 30/120 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Delex

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-8	Monster Guts	(O)
9-15	Quality Fin	(A,W)
16-20	Sharpened Fang	(A,W)

ARMOR MATERIAL EFFECTS

Quality Fin
While wearing this armor, your swimming speed is increased by 5 feet.

Sharpened Fang
You reduce slashing damage you take by 2 while you wear this armor.

WEAPON MATERIAL EFFECTS

Quality Fin
Current Resist. While holding this weapon you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.

Sharpened Fang
Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS

Monster Guts
Monster innards. A prized delicacy worth 50 gp.

Gajau

Gajau have greenish scales with orange dorsal fins. They resemble catfish in appearance. Gajau are vicious predatory fish that will attack anything. Gajau will even jump out of the water to capture prey.

Gajau

Small wyvern (piscine), unaligned

Armor Class 11
Hit Points 27 (6d6 + 6)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	1 (-5)	10 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Blood Frenzy. The gajau has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The gajau can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Gajau

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-9	Gajau Skin	(A)
10-16	Gajau Scale	(A)
17-20	Gajau Whisker	(W)

ARMOR MATERIAL EFFECTS

Gajau Skin
You reduce acid damage you take by 2 while you wear this armor.

Gajau Scale
While wearing this armor, your swimming speed is increased by 5 feet.

WEAPON MATERIAL EFFECTS

Gajau Whisker
Your weapon deals an extra 1 acid damage.

Jyuratodus

Jyuratodus is related to Lavasioth, and as such resembles a bipedal coelacanth fish. Jyuratodus's scales are vulnerable to extreme heat, becoming brittle and weak when left to dry. If jyratodus becomes too hot, it'll have a hard time breathing through its skin as well. To stay moist and keep cool, jyuraydous is always covering its body in mud to protect itself from the harsh sun, which is the main reason why it lives in swampy environments. Adorning its body are many fins that are primarily used for balance. Although these appendages assist it as it swims, jyuratodus will turn and adjust them while walking on land, aiding it as it moves over the uneven ground. Inside of its mouth are bone-crunching teeth used for crushing and tearing into prey. Once it has slain its victim, it'll feed the internal organs of its quarry. While swimming, jyuratodus will swallow some mud and combine it with water from its water sac, making thick globs of mud that restrict the movements of predators and prey alike.

Jyuratodus are highly territorial, attacking all monsters that invade its turf. It spends most of its time hidden away in its swamp, soaking in mud to stay moist, before hunting later in the day. While in its territory, it'll leave behind tracks in the water and on rocks as a warning to intruders, as well as kick up mud to scare off rivals. Barroth will unintentionally destroy these perimeters as it moves through the marsh, causing jyuratodus to attack the Brute Wyvern because it sees that as a challenge for its turf.

Jyuratodus only ever breed during the wet season in the Wildspire Waste. Males and females will gather together in the swamps to spawn, but only a handful of their eggs will hatch. By the time the wet season is over, most of the water will have evaporated in the swamp, drying out the eggs. Once the young hatch, they'll search for a large monster and enter into the body of the organism by swimming into an opening (Wound, nostrils, mouth, etc.) before attaching their spine-like gills to its insides. The young jyuratodus will sneak into the bodies of larger creatures and feed on their insides until they get older.

Jyuratodus

Huge wyvern (piscine), unaligned

Armor Class 16 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	8 (-1)	12 (+1)	13 (+1)

Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 11 (7,200 XP) **Proficiency** +4

Limited Amphibiousness. The jyuratodus can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Actions

Multiattack. The jyuratodus makes two Mud Ball attacks; or one Bite attack and one Tail attack. It can replace one of the melee weapon attacks with a Hip Check attack while on land.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Hip Check. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage.

Mud Ball. *Ranged Weapon Attack:* +9 to hit, reach 60/240 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Constricting Ambush (Recharge 5-6). The jyuratodus dives underwater before emerging underneath a target within 60 feet of it. That target must make a DC 17 Dexterity saving throw, taking 49 (9d10) bludgeoning damage on a failed save, or half as much damage on a successful one. If the target is Large or smaller, it is grappled (escape DC 15) Until this grapple ends, the target is restrained, takes 3 (1d6) bludgeoning damage at the start of each of the jyuratodus's turns, and the jyuratodus can't use its Constricting Ambush against another target.

Bonus Actions

Wallow (3/day). The jyuratodus wallows in mud, covering itself in a thick layer, granting it a +3 bonus to its AC for 1 minute or until it takes 25 damage in a single turn.

Jyuratodus

Challenge Rating 11 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Jyuratodus Scale	(A,W)
6-9	5-8	Jyuratodus Shell	(A)
10-12	9-11	Lg Monster Bone	(O)
13-15	12-14	Jyuratodus Fang	(A,W)
—	15-17	Aqua Sac+	(W)
16-19	18-19	Jyuratodus Fin	(A,W)
20	20	Jyuratodus Gem	(A,W)

ARMOR MATERIAL EFFECTS

Jyuratodus Scale
While wearing this armor you ignore difficult terrain created by muddy terrain, swamps, or other water sources that are waist deep.

Jyuratodus Shell
While wearing this armor, you have a swimming speed equal to your walking speed.

Jyuratodus Fang
Forager+. When you harvest mushrooms, you harvest an extra 1d4 more.

Jyuratodus Fin
You have resistance to cold damage while you wear this armor.

Jyuratodus Gem
Your armor is caked in a mud like substance increasing your AC by 3. Each time you are hit, some of the mud breaks off reducing the bonus by 1. The mud reforms on your armor when you finish a long rest.

WEAPON MATERIAL EFFECTS

Jyuratodus Scale
FastCharge. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 1 charge, spirit, or phial charge.

Jyuratodus Fang
Your weapon deals an extra 1d6 cold damage.

Aqua Sac+
While you are attuned to this weapon, you can use an action to cast the *water breathing* spell from it at will.

Jyuratodus Fin
This weapon has 5 runes that it regains daily at dawn. When you hit a creature or object, you can expend a rune to cause the ground in a 20-foot radius around the target to become muddy for 1 minute. The muddy area is difficult terrain.

Jyuratodus Gem
Your cold spell deals an extra 1d6 cold damage.

OTHER MATERIAL EFFECTS

Lg Monster Bone
Very rare armor upgrade material.

Lavasioth

Huge wyvern (piscine), unaligned

Armor Class 15 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	16 (+3)	14 (+2)	12 (+1)

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 13 (10,000 XP) **Proficiency** +5

Lava Armor. The lavasioth body is covered in a lava-like armor which hardens when cooled and softens when heated. If lavasioth is above ground at the start of its turn, it gains a +1 bonus to its AC and its movement speed is reduced by 5 feet (maximum of +4 AC and -20 feet of movement). If the lavasioth takes fire damage, the bonus AC from this trait is reduced by 1 and its movement speed is increased by 5 feet. The lavasioth can reset this effect by staying submerged in lava for one round.

Actions

Multiattack. The lavasioth makes one Bite attack, one Tail attack, and one Hip Check attack. It can replace any attack with a Magma Rock attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Hip Check. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage.

Magma Rock. *Ranged Weapon Attack:* +9 to hit, reach 80/320 ft., one target. *Hit:* 15 (3d6 + 4) bludgeoning damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Slither (Recharge 5-6). The lavasioth up to its speed on its belly. During this move, it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the beotodus moves through must succeed on a DC 18 Dexterity saving throw or take 18 (3d8 + 5) bludgeoning damage plus 13 (3d8) fire damage and be knocked prone.

Legendary Actions

The lavasioth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lavasioth regains spent legendary actions at the start of its turn.

Detect. The lavasioth makes a Wisdom (Perception) Check.

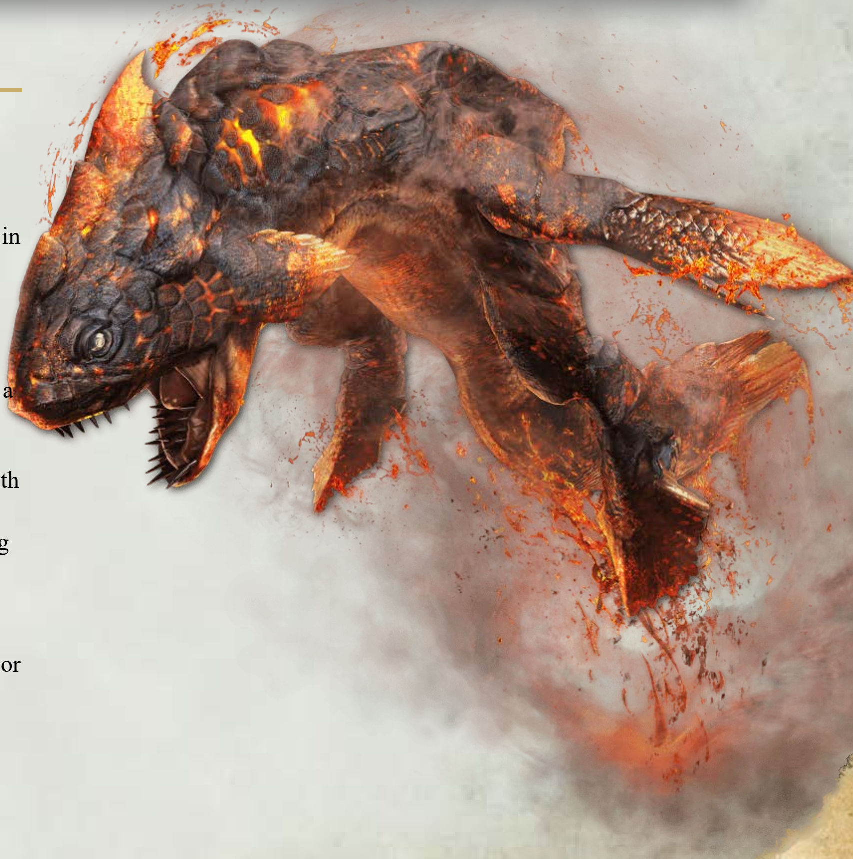
Check (Costs 2 Actions). The lavasioth makes a Hip Check attack.

Lavasioth

Lavasioth is a bipedal Piscine Wyvern that resides in lava rather than water. Its body is covered with hardened magma, forming a tough outer shell. Its head is fish-like in nature, with rounded features and large, circular eyes. Its mouth is filled with sharp, needle-like fangs. Its legs are large with hard rock scales and end in fins rather than claws. Unlike other Piscine Wyverns, Lavasioth lacks wing-like fins. Instead, it has only a pair of medium-length pectoral fins. It has a long, thick tail to assist in when swimming through the thick magma it resides in.

Lavasioth are very well adapted to live in their habitat. Having a layer of hardened lava, coal, and ore on its skin makes it very durable. They also have the ability to spit lava, which is used to attack prey, or any other monsters that may pose a threat. Lavasioth are powerful swimmers in lava and their speed in swimming through the volcanic rock is matched only by the magma-dwelling Leviathan known as Agnaktor. During the mating season, female Lavasioth will cover themselves in rare volcanic ores in order to attract a mate, giving them a reddish-crimson color.

Lavasioth are extremely territorial and will attack any monster or human that enters its area with ferocity, excluding one of its own kind.



Lavasioth

Challenge Rating 13 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-6	Lavasioth Scale	(A,W)
7-10	7-11	Lavasioth Carapace	(A)
11-15	12-15	Lavasioth Fang	(A,W)
16-19	16-18	Lavasioth Fin	(A,W)
20	19-20	Lavasioth Gem	(A,W)

ARMOR MATERIAL EFFECTS

Lavasioth Scale
Heat Guard. While wearing this armor you are immune to damage from lava and you are unaffected by extreme heat.

Lavasioth Carapace
You have resistance to fire damage while you wear this armor.

Lavasioth Fang
Pro Fisherman. When you catch fish, you catch an extra 1d4 more.

Lavasioth Fin
Wide-Range. When you eat or drink an Uncommon or lower consumable item *(except potions of resistance)*, each creature within 10 feet of you also gain its effect.

Lavasioth Gem
Recovery Up. Whenever you regain hit points from any potion or plant, the first die is maximized.

WEAPON MATERIAL EFFECTS

Lavasioth Scale
Your weapon deals an extra 1d6 fire damage.

Lavasioth Fang *(Ranged Weapon Only)*
Spread/Power Up. While you are attuned to this weapon, your spread ammo deals an extra 1d4 piercing damage and your power coating gains +1 to attack rolls.

Lavasioth Fin
You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals fire damage.

Lavasioth Gem *(Spellcaster Only)*
This weapon has 7 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *fireball* spell (save DC 15) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

This weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the last runes, roll a d20. On a 1, the weapon can't regain any runes for 1 week.

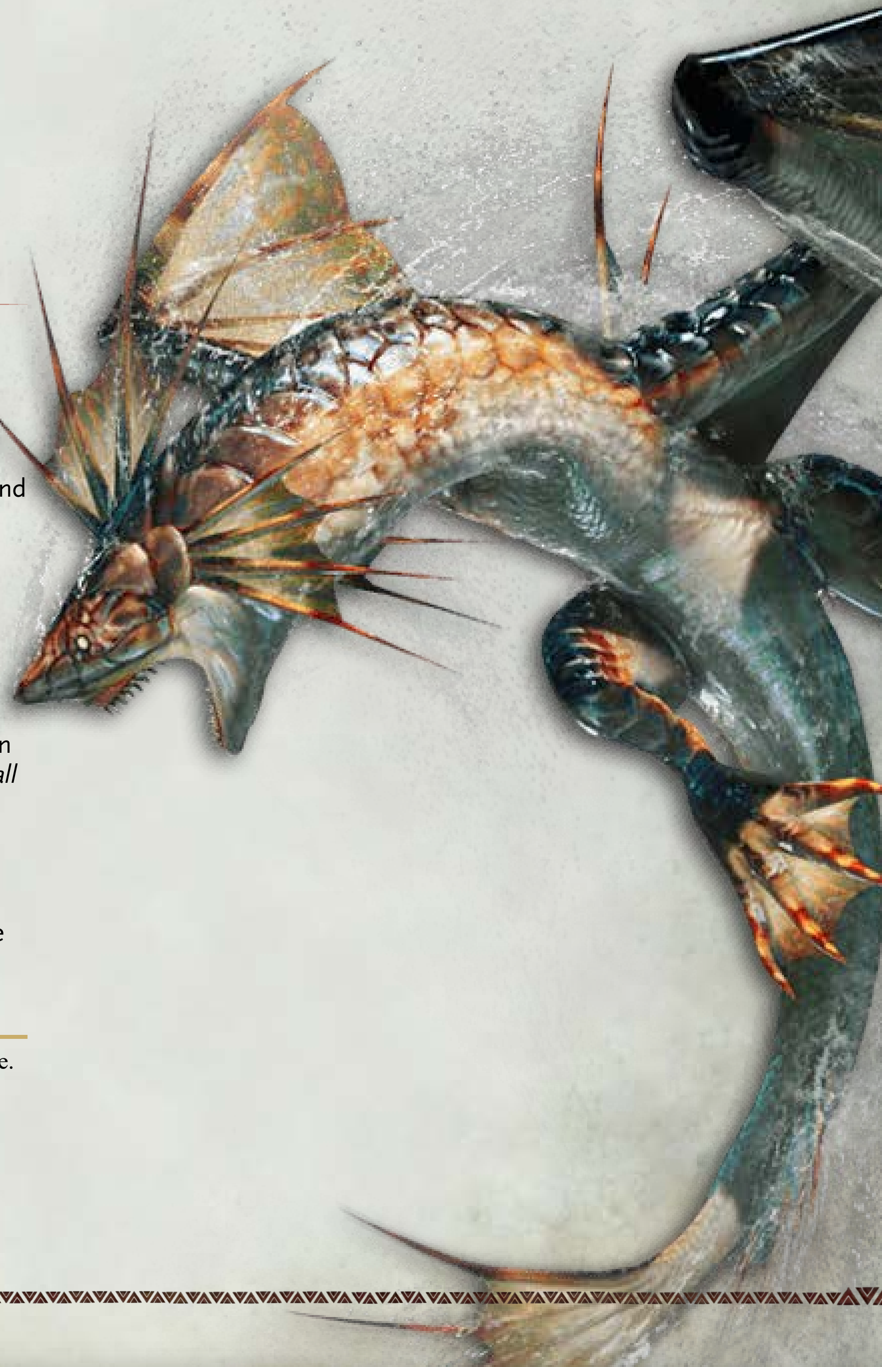
Plesioth

Plesioth are bipedal monsters with a wyvern-esque body structure. They have webbed feet and a paddle-like tail, and are covered in shiny, fish-like scales. Their mouth is filled with shark-like teeth, and their eyes glow a bright yellow. Their head and back feature large fins which can fold in and out at will.

Plesioth do not possess gills for breathing underwater, so they have to come up for air every so often to fill their lungs with air. In addition to having lungs these creatures can also breath through their skin like an amphibian or sea snake.

The fins of Plesioth allow it to swim fast enough to pass a galloping horse. Covering a Plesioth's body is these shiny black scales used to hold in moisture. A scale from older Plesioth can fend off claw and fang attacks. Plesioth have powerful jaws that can crush the shell of Carapaceon, and other armored species, making preying on those species easier. One of its most well-known features is its ability to breath high-pressurized water at its foes. The water that it uses is swallowed while swimming before Plesioth actually uses it as a weapon.

Plesioth can fire highly pressurized jets of water at foes, and can use their massive size and weight to crush and batter attackers. They are highly adept at swimming and are both agile and deadly in the water. Plesioth are ambush predators, adapted to stalking prey from the water and attacking by surprise. They can occasionally be seen on land. Plesioth are commonly found in large bodies of water in a wide variety of environments, such as the jungle, flooded forests, great lakes and the coastal ocean waters.



Plesioth

Huge wyvern (piscine), unaligned

Armor Class 14 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 9 (5,000 XP) **Proficiency** +4

Hold Breath. The plesioth can hold its breath for 10 minutes.

Actions

Multiattack. The plesioth makes one Hip Check attack and one Tail attack.

Hip Check. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage.

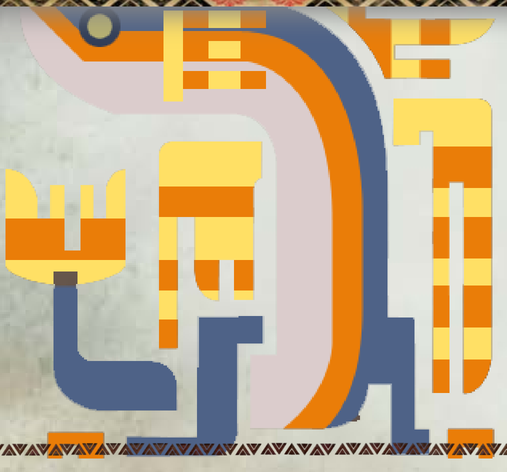
Tail. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Slither. The plesioth moves up to its speed on its belly. During this move, it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the plesioth moves through must succeed on a DC 15 Dexterity saving throw or take 17 (3d8 + 4) bludgeoning damage and be knocked prone on a failed save, or half as much damage, but is still knocked prone on a successful one.

Water Jet (Recharge 5-6). The plesioth releases a high pressure stream of water in a 60-foot line that is 5 feet wide or across a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Countershading. While in water, the plesioth takes the Hide action.



Plesioth

Challenge Rating 9 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	—	Plesioth Fang	(A,W)
5-15	1-7	Plesioth Scale	(A)
16-18	8-12	Plesioth Fin	(A,W)
—	13-16	Plesioth Webbing	(A,W)
19	17-19	Plesioth Head	(A,W)
20	20	Wyvern Stone	(A,W)

ARMOR MATERIAL EFFECTS

Plesioth Scale
Airborne. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Plesioth Fin
Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Plesioth Webbing
Master Mounter. You have advantage on Strength (Athletic) checks when attempting to Climb Onto a Bigger Creature (DMG p.271) while you are attuned to this armor.

Plesioth Head
Survivor. When an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +1 AC, +1 damage, and +1 to attack rolls for 1 minute. Once this property has been used, it cannot be used again until the next dawn.

Wyvern Stone
Wide-Range. When you eat or drink an Uncommon or lower consumable item *(except potions of resistance)*, each creature within 10 feet of you also gain its effect.

WEAPON MATERIAL EFFECTS

Plesioth Fang
Abnormal Status Atk up (S). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.

Plesioth Scale
Load Up. Your normal ammo capacity increases by 10 while you are attuned to this weapon.

Plesioth Fin
FastCharge. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 1 charge, spirit, or phial charge.

Plesioth Webbing
Pro Fisherman. When you catch fish, you catch an extra 1d4 more.

Plesioth Head
Capturer. When you capture a creature, you gain one extra material from it.

Wyvern Stone
Quick Load. You can reload as a free action while you are attuned to this weapon.

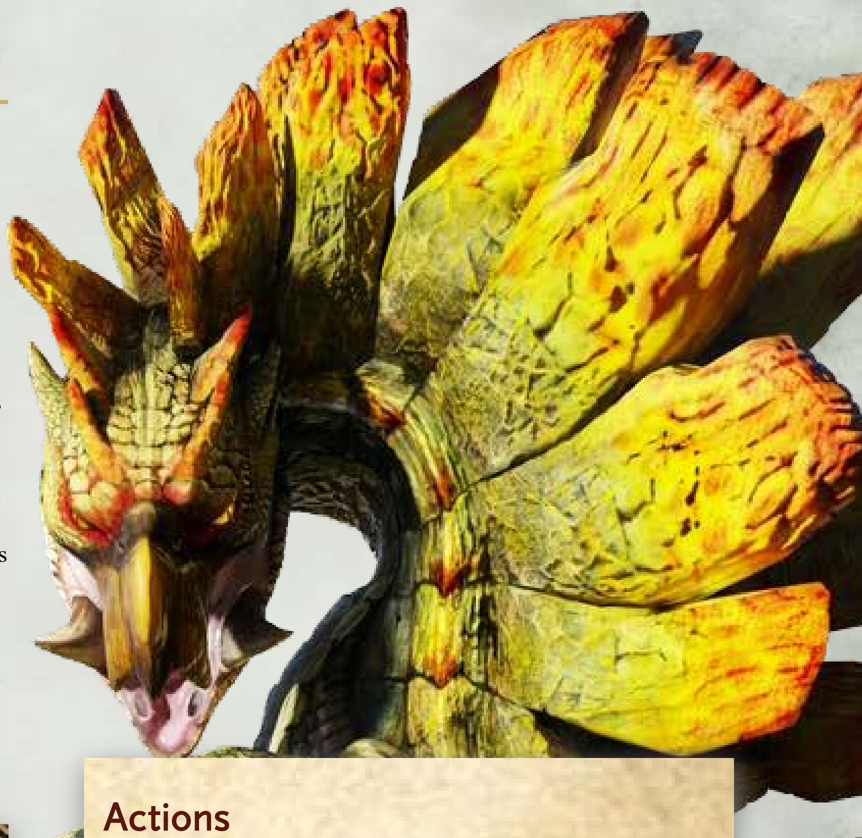
Snake Wyverns

Snake Wyverns are a class of monsters known for their serpentine features, such as long, coiling bodies and forked tongues. They can range dramatically in both size and overall body structure, with some members being large, serpentine land-dwellers, while others are smaller and more reminiscent of Flying Wyverns.

Najarala

Najarala is a large Snake Wyvern with bright green skin adorned with large orange-yellow plates on its back and tail. It has a long serpentine body with small though fully functional fore- and hindlimbs that aid it in moving around on uneven ground. Najarala are stealthy hunters that ruthlessly ambush their targets. It has a large beak-like mouth similar to that of a parrot. This beak is used to rip chunks of flesh from its prey and then swallow said chunks whole. While feeding on prey, it will use its arms to hold on to its prey while ripping off chunks of flesh.

The length of a Najarala surpasses some of the largest leviathans such as Agnaktor or Lagiacrus. As many would notice these creatures have short, yet powerful arms and legs. At first glance these limbs appear to be useless but in reality they enable the creatures to support itself when rearing up. Another fascinating feature is that the creature has a specialized organ on its back that is vibrated by air and creates unique sound waves. This auditory organ has a biological effect in the surrounding area. Najarala have beautiful plates on both its neck and tail that will rattle when upset, giving unwelcome creatures an early warning. The plates on its tail can be thrown at its enemies and will explode creating a loud burst of sound like a sonic bomb. This will stun both prey and enemies alike.



Najarala

Gargantuan wyvern (snake), unaligned

Armor Class 16 (natural armor)
Hit Points 159 (11d20 + 44)
Speed 50 ft., burrow 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	19 (+4)	10 (+0)	14 (+2)	9 (-1)

Saving Throws Wis +6 Cha +3
Skills Perception +10, Stealth +9
Damage Resistances fire, thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages —
Challenge 9 (5,000 XP) **Proficiency** +4

Magic Resistance. The najarala has advantage on saving throws against spells and other magical effects.

Surround. The najarala can enter a large or smaller creature's space and stop there, surrounding it. While surrounded, the creature can't leave the najarala's space, except by flying, burrowing, or succeeding on a DC 17 Strength (Athletics) check or Dexterity (Acrobatics) check.

Actions

Multiattack. The najarala makes one Beak attack and one Tail attack. It can't make both attacks against the same target. Or it makes two Sonic Scale attacks.

Beak. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Constrict. Melee Weapon Attack: +7 to hit, reach 0 ft., one creature. Hit: 20 (4d8 + 2) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the najarala can't constrict another target.

Sonic Scale. *Ranged Weapon Attack.* +9 to hit, range 80/320 ft., one target. *Hit:* 19 (4d6 + 5) thunder damage and the target must make a DC 14 Constitution saving throw or be deafened for 1 minute.

Tail. *Melee Weapon Attack.* +9 to hit, reach 15 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Sonic Blast (Recharge 5-6). The najarala exhales a blast of force in a 90-line. Each creature in the line must make a DC 16 Dexterity saving throw, taking 39 (11d6) thunder damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Squeeze. The najarala makes one Constrict attack against a grappled creature or one surrounded by it.

Najarala

Challenge Rating 9 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-4	Najarala Shell	(A,W)
8-11	5-9	Najarala Fang	(W)
12-14	10-12	Najarala Hide	(A)
15-18	13-15	Najarala Sounder	(W)
—	16-17	N.Paralysis Sac	(A,W)
19	18-19	Najarala Marrow	(W)
20	20	Chilling Beak	(A,W)

ARMOR MATERIAL EFFECTS

Najarala Shell
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Najarala Hide
Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened and you have advantage on saving throws against thunder damage. You can dispel the ear plugs as a bonus action ending the deafened effect.

N.Paralysis Sac
You cannot be paralyzed while you wear this armor.

Chilling Beak
You have resistance to necrotic damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Najarala Shell
Capturer. When you capture a creature, you gain one additional material from it.

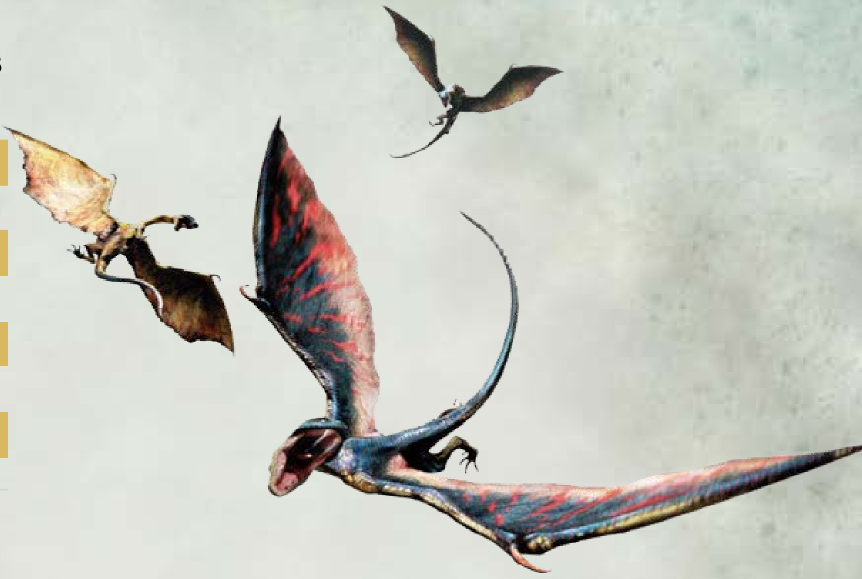
Najarala Fang
Your weapon deals an extra 1d4 thunder damage.

Najarala Sounder
Your weapon deals an extra 1d6 thunder damage.

N.Paralysis Sac
This weapon has 3 runes which are regained every day at dawn. When you hit a creature with this weapon, you can expend a rune to have the target make a DC 14 Constitution saving throw. On a fail the creature is incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature can repeat its saving throw at the end of its turn, ending the effect on a success.

Najarala Marrow
Capture Expert. Tranq bombs & ammo roll an extra 3d8 when it hits a creature.

Chilling Beak *(Melee Weapon Only)*
When you hit a creature with this weapon, you can choose to reduce the damage you deal by half to grapple the target.



Remobra

Remobra are classified as Flying Wyverns in the Old World but have recently been reclassified as Snake Wyverns. The Remobra have evolved wings, which are fairly large in comparison to their body size in the Old World. Despite their wings being large, their legs are relatively weak and they can barely stand up with their legs. To avoid standing up, they spend their time in the air flying. It preys upon weakened animals, by using their poison to finish off their victim and letting it bleed to death.

Remobra

Medium wyvern (snake), unaligned

Armor Class 13
Hit Points 33 (6d8+6)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Damage Resistances lightning
Senses passive Perception 11
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Actions

Multiattack. The remobra makes two Tail attacks.

Poison Spit. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 9 (2d8) poison damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Remobra

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-10	Remobra Hide	(A)
11-18	Striped Skin	(A)
19-20	Remobra Head	(A)

ARMOR MATERIAL EFFECTS

Remobra Hide
You reduce necrotic damage you take by 2 while you wear this armor.

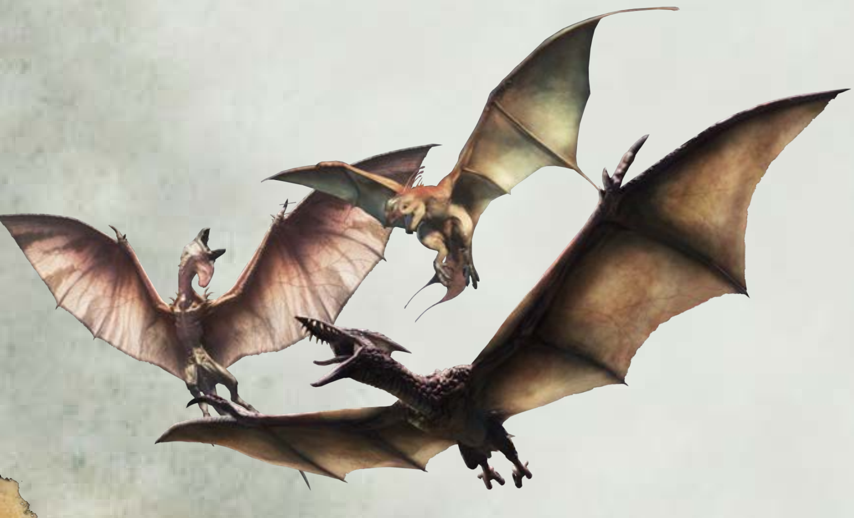
Striped Skin
Luck. Roll a d20 at the end of a successful hunt. On a 18-20, you get one additional material from the creature.

Remobra Head
ill Omen. Your Charisma score increases by 1 while you wear this armor, but you have disadvantage on persuasion and deception checks due to an overwhelming feeling of disaster to those around you.

Wingdrake

Wingdrakes that somewhat resemble certain species based on their environment. Wingdrakes from forests resemble certain species of rhamphorhynchoid pterosaur. They have parrot-like beaks, blue skin, and a long yellow-tipped tail. While wingdrakes of the desert resemble vultures in addition to pterosaurs. They have a large beak, a waddle hanging from their neck, light-brown skin, and a long tail. Others in a coral landscape resemble parrots or tapejarid pterosaurs. They have a light pink skin and wings with ribbon-like appendages hanging from them. In most other environments they resemble retro-style pterosaurs. They have pointed beaks filled with teeth and large draconic wings.

They are typically peaceful towards adventurers, and roam the skies landing only to rest. They live in small flocks, and if one individual goes somewhere, the others will follow. They are commonly used as beasts-of-burden by adventurers for traveling quickly.



Wingdrake

Medium wyvern (snake), unaligned

Armor Class 10
Hit Points 6 (1d8+2)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	3 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Beast of Burden. The wingdrake has the same carrying capacity as a mule (480 lbs) when the cargo is tied to it by a rope or vine.

Flyby. The wingdrake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Wingdrake

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-16	Screamer Sac	(O)
17-20	Wingdrake Hide	(A)

ARMOR MATERIAL EFFECTS

Wingdrake Hide
Jump Master. While wearing this armor, you can use an action to double your jump distance. You can use this property twice, regaining all expended uses on a short or long rest.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

Screamer Sac
A crafting material used to make sonic bombs.

Temnoceran

Temnoceran, are a class of monster characterized by its arachnoid characteristics, such as the ability to produce silk, though they have six limbs similar to Neopterons or Carapaceons.

Nerscylla

Nerscylla physically resembles a real life Arachnid, but is much larger in size. Nerscylla is armed with four powerful legs and two claws, each one tipped with a formidable barbed hook, used for holding prey as well as keeping its grip while scaling walls. In addition, it possesses a massive pair of retractable jaws which can inflict a poisonous bite. It can produce a strong, sticky webbing that it uses to trap prey and build nests.

These large Temnocerans are ambush predators that will readily attack from behind, below, and above. When making a web they'll wisely construct it in an area where potential prey is most likely to appear. They are most commonly seen to construct their webs near farming settlements where they will attack and kill any livestock that wander into the vicinity of their web for food. Occasionally, they will even snatch away any unwary villagers/farmers that wander into their territory. As stated earlier Gypceros are the favorite prey of the Nerscylla but the food isn't the only reason why the Bird Wyvern is targeted. When killing a Gypceros the large arachnid not only eats it but disturbingly rips the skin off the avian Wyvern's body and wears it's skin as a cloak. This shocking behavior is both horrifying and intriguing to naturalists. The reason why Nerscylla do this is to increase their strength, use it as camouflage, and for protection.

Nerscylla

Huge monstrosity (temnoceran), unaligned

Armor Class 15 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +4, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 14
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

Spider Climb. The nerscylla can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap. The nerscylla's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Web Sense. While in contact with a web, the nerscylla knows the exact location of any other creature in contact with the same web.

Web Walker. The nerscylla ignores movement restrictions caused by webbing.

Actions

Multiattack. The nerscylla makes one Poisonous Maw attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and the target is grappled (escape DC 13).

Poisonous Maw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 13 (3d8) poison damage.

Stinger. The nerscylla impales a webbed creature within 5 feet of it with its stinger. That creature must make a DC 14 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target falls unconscious for 1 hour, or until it takes damage or another creature uses an action to shake it awake.

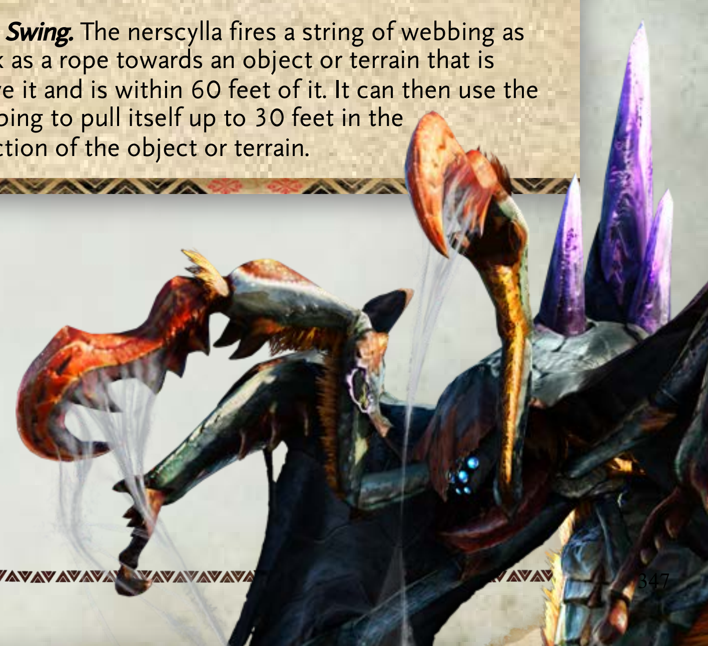
If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Webbing Shot (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 14 Strength check, escaping from the webbing on a success. The creature is no longer restrained if the webbing is destroyed. The webbing has AC 12, 10 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Bonus Actions

Reel in. The nerscylla pulls a webbed target up to 15 feet towards it. If the webbed creature is pulled within 5 feet of the nerscylla, it can make a Stinger attack against it.

Web Swing. The nerscylla fires a string of webbing as thick as a rope towards an object or terrain that is above it and is within 60 feet of it. It can then use the webbing to pull itself up to 30 feet in the direction of the object or terrain.



Nerscylla

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Rubbery Hide	(A,W)
4-8	4-5	Nerscylla Shell	(A,W)
9-10	6-8	Nerscylla Chelicera	(A,W)
11-13	9-11	Drone Substance	(W,O)
14-15	12	Monster Fluid	(O)
16-17	13-14	N.Sleep Sac	(A,W,O)
18-19	15-17	Nerscylla Claw	(A,W)
20	18-20	Nerscylla Spike	(A,W)

ARMOR MATERIAL EFFECTS

Rubbery Hide
While you are wearing this armor, you can use your reaction or bonus action to gain resistance to lightning damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

Nerscylla Shell
Perceptive. You are proficient with perception checks while wearing this armor.

Nerscylla Chelicera
Trap Master. While you wear this armor, you can set pitfall traps or shock traps as a bonus action and you can use an action to cast the *snare* spell from it. Once used, the *snare* effect can't be used again until the next dawn.

N.Sleep Sac
Negate Sleep. You cannot unwillingly be put to sleep by any means while wearing this armor.

Nerscylla Claw
Spider Climb. While you wear this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Nerscylla Spike
You have resistance to poison damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Rubbery Hide
While holding your weapon, you can speak a command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into the weapon.

Nerscylla Shell *(Bow Only)*
Special Ammo Boost. While attuned to this weapon, your coat arrow now coats up to 20 arrows and your dragonpiercer an extra 1d6 piercing damage.

Nerscylla Chelicera
When you hit a creature with this weapon it must make a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Drone Substance
Capture Novice. While attuned to this weapon tranq bombs and tranq ammo roll an extra 2d8 when it hits a creature.

N.Sleep Sac
When you poison a creature and it fail the saving throw by 5 or more, the creature falls unconscious until it takes damage, are shaken awake, or the poison is removed.

Nerscylla Claw
When you cast a spell that deals poison damage, you gain a +1 bonus to its spell attack roll.

Nerscylla Spike
When you hit a creature or object that is within 60 feet of you with a ranged weapon attack, you can use your bonus action to pull the target 10 feet towards you.

OTHER MATERIAL EFFECTS

Drone Substance
This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if it attempts to charm a creature with spells or spell like abilities, the targeted creature has disadvantage on its saving throw.

Cursed. When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

N.Sleep Sac
A Material that replaces the sleep herb when crafting tranq bombs or tranq ammo (10 uses).

Fey Nerscylla

Large fey (temnoceran), unaligned

Armor Class 18 (natural armor)
Hit Points 180 (19d12 + 57)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Saving Throws Dex +7, Int +2, Cha +2
Skills Perception +5, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 15
Languages —
Challenge 9 (5,000 XP) **Proficiency** +4

Magic Resistance. The nerscylla has advantage on saving throws against spells and other magical effects.

Spider Climb. The nerscylla can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap. The nerscylla's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Web Sense. While in contact with a web, the nerscylla knows the exact location of any other creature in contact with the same web.

Web Walker. The nerscylla ignores movement restrictions caused by webbing.

Actions

Multiattack. The nerscylla makes one Poisonous Maw attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and the target is grappled (escape DC 13).

Poisonous Maw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 13 (3d8) poison damage.

Stinger. The nerscylla impales a webbed creature within 5 feet of it with its stinger. That creature must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target falls unconscious for 1 hour, or until it takes damage or another creature uses an action to shake it awake.

If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Webbing Shot (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft. , one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. The creature is no longer restrained if the webbing is destroyed. The webbing has AC 12, 10 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Bonus Actions

Reel in. Tthe nerscylla pulls a webbed target up to 15 feet towards it. If the webbed creature is pulled within 5 feet of the nerscylla, it can make a Stinger attack against it.

Web Swing. The nerscylla fires a string of webbing as thick as a rope towards an object or terrain that is above it and is within 60 feet of it. It can then use the webbing to pull itself up to 30 feet in the direction of the object or terrain.

Legendary Actions

The nerscylla can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nerscylla regains the spent legendary actions at the start of its turn.

Attack. The nerscylla makes a Poisonous Maw attack.

Web Cartridge. Roll a d6, on a 5 or 6 the nerscylla's Webbing Shot recharges.

Fey Nerscylla

Challenge Rating 9 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Fey Nerscylla Hide	(A,W)
4-8	4-5	Fey Nerscylla Shell	(A,W)
9-10	6-8	Fey Nerscylla Chelicera	(A,W)
11-13	9-11	Drone Substance	(W,O)
14-15	12	Monster Fluid	(O)
16-17	13-14	N.Sleep Sac	(A,W,O)
18-19	15-17	Fey Nerscylla Claw	(A,W)
20	18-20	Fey Nerscylla Spike	(A,W)

ARMOR MATERIAL EFFECTS

Fey Nerscylla Hide
While in contact with a web, you know the exact location of any other creature in contact with the same web.

Fey Nerscylla Shell
Perceptive. You are proficient with perception checks while wearing this armor.

Fey Nerscylla Chelicera
Trap Master+. While you wear this armor, you can set pitfall traps or shock traps as a bonus action and its save DC is increased by 2. Additionally, you can use an action to cast the *snare* spell from it. Once used, the *snare* effect can't be used again until the next dawn.

N.Sleep Sac
Negate Sleep. You cannot unwillingly be put to sleep by any means while wearing this armor.

Fey Nerscylla Claw
While you attuned to this armor you can use an action to fire a string of webbing as thick as a rope towards an object or terrain that is above you and is within 60 feet of you. You can then use the webbing to pull yourself up to 30 feet in the direction of the object or terrain. The webbing remains in the location for 1 hour before dissolving. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

Fey Nerscylla Spike
While you are wearing this armor, you have resistance to poison damage and you have a +2 bonus to saving throws against being poisoned.

WEAPON MATERIAL EFFECTS

Fey Nerscylla Hide
Well Rested+. When you finish a long rest, you gain 10 temporary hit points for 24 hours while attuned to this armor.

Fey Nerscylla Shell
While you are attuned to this armor, you can use an action to speak its command word to cast the *web* spell (spell save DC 14). Once you use this property, you can't use it again until you finish a long rest.

Fey Nerscylla Chelicera
When you hit a creature with this weapon it must make a DC 14 Constitution saving throw or be poisoned until the end of its next turn.

Drone Substance
Capture Novice. While attuned to this weapon tranq bombs and tranq ammo roll an extra 2d8 when it hits a creature.

N.Sleep Sac
When you poison a creature and it fail the saving throw by 5 or more, the creature falls unconscious until it takes damage, are shaken awake, or the poison is removed.

Fey Nerscylla Claw
When you cast a spell that deals poison damage, you increase its spell save DC by 1.

Fey Nerscylla Spike
When you hit a creature or object that is within 60 feet of you with a ranged weapon attack, you can use your bonus action to pull the target 15 feet towards you.

OTHER MATERIAL EFFECTS

Drone Substance
This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if it attempts to charm a creature with spells or spell like abilities, the targeted creature has disadvantage on its saving throw.

Cursed. When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

N.Sleep Sac
A Material that replaces the sleep herb when crafting tranq bombs or tranq ammo (10 uses).

Rachnoid

The infant form of Rakna-Kadaki. At this stage in their life cycle, they cling to their mother's abdomen, feeding on scraps of her regurgitated prey. From birth, they are instantly able to spit webs that are just as strong as their mother's, which they use to bind prey or swiftly move about at her command.

Rachnoid

Small monstrosity (temnoceran), unaligned

Armor Class 15 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 20 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	2 (-4)	11 (+0)	4 (-3)

Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Web (2/long rest). Ranged Weapon Attack: +5 to hit, reach 30/60 ft., one creature. The target is restrained by webbing As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to slashing damage; immunity to bludgeoning, fire, poison, and psychic damage).

Fire Breath (Recharge 5-6). The rachnoid exhales fire in a 15-foot line that is 5-feet wide. Each creature in that line must make a DC l2 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Rachnoid

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-7	Sharp claw	(W)
8-15	Rachnoid Silk	(A,O)
16-20	Monster Fluid	(A)

ARMOR MATERIAL EFFECTS

Rachnoid Silk
While you are grappling a target you can use an action to speak this armor's command word, causing rachnoid silk covering your armor to wrap around the grappled target. Until you or the creature takes fire damage, or until it breaks free of your grapple, it has disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks. Once you use this property, you can't use it again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Sharp claw
Your slashing weapon deals an extra 1 slashing damage.

OTHER MATERIAL EFFECTS

Rachnoid Silk
Can be used to craft pitfall trap (AGtMH p.63) by combining it with a trap tool using smithing tools (DC 15).

Monster Fluid
Uncommon or rare upgrade material that can be used for weapons or armor.

Rakna-Kadaki

Rakna-Kadaki are Temnocerans bristling with sharp curving spikes. Their body is covered in a purple carapace with several large spikes on the legs and the abdomen, which are used to hang their web. Unlike Nerscylla, Rakna-Kadaki have six legs, the first two pairs are walking legs and the last pair is held above the ground carrying the abdomen, and a pair of purplish-red, blunt pedipalps that can extend to over three times their length. The most peculiar trait of Rakna-Kadaki however is its "neck". Similar to pelican spiders, it has a long, extendable neck that can be "retracted" back on top of the thorax. Its head sports eight yellow eyes, as well as two pairs of chelicerae on its jaw.

Unlike most spiders, as well as Nerscylla, Rakna-Kadaki are capable of spitting silk from their mouth, and can spit several strands at the same time. They use this silk to bind their prey in web before finishing them off. They also capable spewing a stream of burning gas from its mouth, as well as expelling the same gas from the body.

Rakna-Kadaki are normally seen wearing their silk on the body, creating the appearance of a white gown. They also carry their babies around at all times, and can send them out to for coordinated attacks, such as spitting out globs of silk or pulling in their mother using their own silk.

Rakna-Kadaki

Huge monstrosity (temnoceran), unaligned

Armor Class 19 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	8 (-1)	15 (+2)	10 (+0)

Saving Throws Con +10, Wis +8
Skills Perception +8
Damage Resistance acid
Damage Immunities fire, lightning, necrotic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 17 (18,000 XP) **Proficiency** +6

Damage Transfer (Requires silk gown). While the rakna's body is covered by its silk gown, it takes only half the damage dealt to it, and the silk gown takes the other half.

Rachnoids. (Requires silk gown). While its body is covered by its silk gown, the rakna always has five rachnoids on its abdomen. When the silk gown is destroyed, the rachnoids fall off the rakna and use its reactions to flee by burrowing underground.

Spider Climb. The rakna can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap. The rakna's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Web Sense. While in contact with a web, the rakna knows the exact location of any other creature in contact with the same web.

Web Walker. The rakna ignores movement restrictions caused by webbing.

Actions

Multiattack. The rakna uses Command Rachnoid, if available. It then makes two Claw attacks and one Abdomen attack.

Abdomen. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage or 18 (3d8 + 5) bludgeoning damage when covered by its silk gown.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Command Rachnoids (Requires silk gown). The rakna uses one of the following actions:

Defend. The rachnoids on the rakna's body attempt to shove a creature off the rakna. Roll a contested Strength (Athletics) check using the rachnoids strength modifier. The rachnoid gains a +4 bonus to its check.

Fire Breath. The rakna launches all five rachnoids off its abdomen, each landing at least 5 feet apart from each other and in a space within 20 feet of the rakna. Each rachnoid then uses its Fire Breath before being pulled back onto the rakna's abdomen.

Move. The rakna launches three rachnoids up to 30 feet away and pulls itself to that location.

Web. Up to three rachnoids use Web.

Recharge Attack (Recharge 5–6). The rakna uses one of the following actions.

Fire Breath. The rakna spins in a circle and releases a gout of flame in a 30-foot radius around it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. If the rakna is on the ceiling of the area, the gout of flames is released in a 30-foot-radius, 40-foot-high cylinder centered on a point up to 30 feet directly below the rakna.

Web Spray. The rakna exhales webbing in a 60-foot cone in front of it. Each creature in that area must succeed on a DC 18 Dexterity saving throw or be restrained by the webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can be attacked and destroyed (AC 10; hp 30; vulnerability to slashing damage; immunity to bludgeoning, fire, poison, and psychic damage).

Bonus Actions

Silk Gown (After the gown is destroyed; Recharge 6). The rakna covers its body in a silk webbing. The webbing can be attacked and destroyed (AC 19; hp 64; immunity to bludgeoning, fire, poison, and psychic damage). When a creature makes a melee weapon attack that fails to hit the rakna or silk gown by 5 or less its weapon becomes stuck to it, requiring an action and a successful DC 18 Strength check to pull free. If the attack is with a natural weapon, the creature is also grappled. Until this grapple ends, the creature is restrained.

Legendary Actions

The rakna can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rakna regains spent legendary actions at the start of its turn.

Command. The rakna uses its command rachnoids action.

Flamethrower. The rakna moves up to half its speed in a straight line while releasing a gout of flame in a 15-foot line that is 10 feet wide in front of it. During this movement it can pass through a Medium or smaller creature's space. Each creature in fire's path must succeed on a DC 18 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Web Landmine (Costs 2 Actions). The rakna slams its abdomen on the ground sending three blobs of webbing into unoccupied spaces within 15 feet of it. When a creature that starts or enters a webbed area for the first time on a turn it is restrained by the webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can be attacked and destroyed (AC 18; hp 100; vulnerability to slashing damage; immunity to bludgeoning, fire, poison, and psychic damage).

Rakna-Kadaki

Challenge Rating 17 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1	1	Drone Substance	(W,O)
2-6	2-5	Rakna-Kadaki Carapace	(A,W)
7-8	6-8	Rakna-Kadaki Silk	(A,W,O)
9-11	9-11	Kadaki Queen Substance	(A,O)
12-13	—	Rakna-Kadaki Glowgut	(A,W)
14-16	12-16	Rakna-Kadaki Sharpclaw	(A,W)
17-18	17-19	Rakna-Kadaki Spike	(A,W)
19-20	20	Monster Broth	(O)

ARMOR MATERIAL EFFECTS

Rakna-Kadaki Carapace
Constitution. The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

Rakna-Kadaki Silk
While you are grappling a target you can use an action to speak this armor's command word, causing rachnoid silk covering your armor to wrap around the grappled target. Until you or the creature takes fire damage, or until it breaks free of your grapple, it has disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks. You can use this property a number of times equal to your proficiency modifier, regaining all expended use when you finish a long rest.

Kadaki Queen Substance
While you wear this armor small spiders emerge from it, like hatching from an egg sac. The spiders are friendly to you and crawl around your armor, but provide no other noticeable benefit.

Rakna-Kadaki Glowgut
This armor has 3 runes. It regains 1d3 runes daily at dawn. As an action you can expend one or more runes to cast the *web* spell (spell save DC 16). For 1 rune, you cast the spell as normal. You can increase the size of the cubed area by 5 feet for each additional rune you expend.

Rakna-Kadaki Sharpclaw
Spider Climb. While you wear this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Rakna-Kadaki Spike
You have resistance to fire and necrotic damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Drone Substance
Capture Novice. While attuned to this weapon tranq bombs and tranq ammo roll an extra 2d8 when it hits a creature.

Rakna-Kadaki Carapace
Quick Load. You can reload as a free action while you are attuned to this weapon.

Rakna-Kadaki Silk
While attuned to this weapon you can use a bonus action to fire a strand of webbing at a creature, object, or terrain within 30 feet of you and pull yourself to the closest adjacent space to the target. If the target is a creature, it can make a DC 15 Dexterity saving throw. On a successful save, the creature avoids the webbing and you are unable to pull yourself to it. You can use this property a number of times equal to your proficiency modifier, regaining all expended uses when you finish a long rest.

Rakna-Kadaki Glowgut
Stamina Surge+2. While attuned to this weapon, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

Rakna-Kadaki Sharpclaw
Your weapon deals an extra 1d8 fire damage.

Rakna-Kadaki Spike *(Bowgun Only)*
Spread up+. When you hit a creature with spread ammo and it is within half your normal bowgun range, increase the damage die size by 1. Additionally instead of splitting the damage, the target takes full damage from the spread ammo and each adjacent creature must succeed on a Dexterity saving throw equal to your ammo save DC. On a failed save, the target is dealt the same damage as the target. On a successful save, the target takes half as much damage as the target.

OTHER MATERIAL EFFECTS

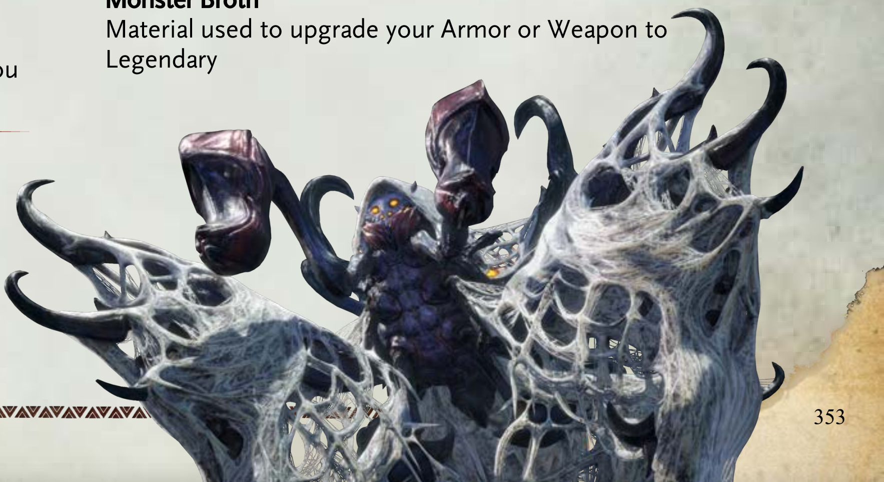
Drone Substance
This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if it attempts to charm a creature with spells or spell-like abilities, the targeted creature has disadvantage on its saving throw.

Cursed. When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

Rakna-Kadaki Silk
Can be used to craft pitfall trap+ (AGtMH p.63) by combining it with a trap tool using smithing tools (DC 17). (4 Uses).

Kadaki Queen Substance
A potent pheromone sometimes released by the rakna-kadaki. It is highly valued by nobles (sell value 4,000 gp).

Monster Broth
Material used to upgrade your Armor or Weapon to Legendary



Pyre Rakna-Kadaki

Huge monstrosity (temnoceran), unaligned

Armor Class 20 (natural armor)
Hit Points 162 (13d12 + 78)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	22 (+6)	8 (-1)	15 (+2)	10 (+0)

Saving Throws Con +10, Wis +8
Skills Perception +8
Damage Immunities fire, lightning, necrotic
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 19 (22,000 XP) **Proficiency** +6

Damage Transfer (Requires Silk Gown). While the rakna's body is covered by its silk gown, it takes only half the damage dealt to it, and the silk gown takes the other half.

Pyrantulas. (Requires Silk Gown). While its body is covered by its silk gown, the rakna always has ten fiery rachnoids on its abdomen. These rachnoids deal an extra 7 (2d6) fire damage with its Fire Breath, and gain a +3 bonus to hit with its Web attack. When the silk gown is destroyed, the rachnoids fall off the rakna and use their reactions to flee by burrowing underground.

Spider Climb. The rakna can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap. The rakna's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Web Sense. While in contact with a web, the rakna knows the exact location of any other creature in contact with the same web.

Web Walker. The rakna ignores movement restrictions caused by webbing.

Actions

Multiattack. The rakna uses its command rachnoid *(if able)*. It then makes three attacks; two with its claws, and one with its abdomen.

Abdomen. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 33 (6d8 + 6) bludgeoning damage plus 14 (4d6) fire damage or 19 (3d8 + 6) bludgeoning damage when covered by its silk gown.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Command Rachnoids (Requires Silk Gown). The rakna uses one of the following actions:

Move. The rakna launches three rachnoids up to 30 feet away and pulls itself to that location. Two of the the rachnoids use its Fire Breath in the direction the rakna is moving.

Defend. The rachnoids on the rakna's body attempt to shove a creature off the rakna. Roll a contested Strength (Athletics) check using the rachnoids strength modifier. The rachnoid gains a +4 bonus to its check.

Spread Rachnoids. The rakna launches all ten rachnoids off its abdomen, each landing at least 5 feet apart from each other and in a space within 20 feet of the rakna. Five of the rachnoid use its Fire Breath and the five other rachnoid use its Web, before being pulled back onto the rakna's abdomen.

Recharge Attack (Recharge 5–6). The rakna uses one of the following actions.

Fire Breath. The rakna exhales fire in a 60-foot cone or spins in a circle and releases a gout of flame in a 30-foot radius around it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 72 (16d8) fire damage on a failed save, or half as much damage on a successful one. If the rakna is on the ceiling of the area, the gout of flames is released in a 30-foot-radius, 40-foot-high cylinder centered on a point up to 30 feet directly below the rakna.

Web Spray. The rakna exhales webbing in a 60-foot cone in front of it. Each creature in that area must succeed on a DC 20 Dexterity saving throw or be restrained by the webbing. As an action, the restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can be attacked and destroyed (AC 10; hp 35; vulnerability to slashing damage; immunity to bludgeoning, fire, poison, and psychic damage).

Bonus Actions

Blackened Silk Gown (Recharge 6, After the Gown is Destroyed). The rakna covers its body in a silk webbing. The webbing can be attacked and destroyed (AC 19; hp 80; immunity to bludgeoning, fire, poison, and psychic damage). When a creature makes a melee weapon attack that fails to hit the rakna or silk gown by 5 or less its weapon becomes stuck to it, requiring an action and a successful DC 18 Strength check to pull free. If the attack is with a natural weapon, the creature is also grappled. Until this grapple ends, the creature is restrained.

Legendary Actions

The rakna can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rakna regains spent legendary actions at the start of its turn.

Command. The rakna uses its command rachnoids action.

Flamethrower. The rakna moves up to half its speed in a straight line while releasing a gout of flame in a 15-foot line that is 10 feet wide in front of it. During this movement it can pass through a Medium or smaller creature's space. Each creature in fire's path must succeed on a DC 18 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Explosive Slam (Costs 2 Actions). The rakna slams its claws down creating a fiery explosion in a 15-foot-square area originating from it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 28 (8d6) fire damage, be pushed 10 feet away and knocked prone on a failed save, or half as much damage, isn't pushed away or knocked prone on a successful one

Pyre Rakna-Kadaki

Challenge Rating 19 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1	1	Drone Substance	(W,O)
2-6	2-5	Pyre-Kadaki Carapace	(A,W)
7-8	6-8	Pyre-Kadaki Silk	(A,W,O)
9-11	9-11	Kadaki Queen Substance	(A,O)
12-13	—	Pyre-Kadaki Dull Glowgut	(A,W)
14-16	12-16	Pyre-Kadaki Hardclaw	(A,W)
17-18	17-19	Pyre-Kadaki Spike	(A,W)
19-20	20	Monster Broth	(O)

ARMOR MATERIAL EFFECTS

Pyre-Kadaki Carapace
Constitution. The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

Pyre-Kadaki Silk
Spider Climb. While you wear this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Kadaki Queen Substance
While you wear this armor small spiders emerge from it, like hatching from an egg sac. The spiders are friendly to you and crawl around your armor, but provide no other noticeable benefit.

Pyre-Kadaki Dull Glowgut
This armor has 4 runes. It regains 1d3+1 runes daily at dawn. As an action you can expend one or more runes to cast the *web* spell (spell save DC 16). For 1 rune, you cast the spell as normal. You can increase the size of the cubed area by 5 feet for each additional rune you expend.

Pyre-Kadaki Hardclaw
Entomologist+. When you capture an insect with a bug net, you instead gather 1d4.

Pyre-Kadaki Spike
You have resistance to fire and lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Drone Substance
Capture Novice. While attuned to this weapon tranq bombs and tranq ammo roll an extra 2d8 when they hit a creature.

Pyre-Kadaki Carapace
Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Pyre-Kadaki Silk
While attuned to this weapon you can use a bonus action to fire a strand of webbing at a creature, object, or terrain within 30 feet of you and pull yourself to the closest adjacent space to the target. If the target is a creature, they can make a DC 16 Dexterity saving throw. On a successful save, the creature avoids the webbing and you are unable to pull yourself to it. You can use this property a number of times equal to your proficiency modifier, regaining all expended uses when you finish a long rest.

Pyre-Kadaki Dull Glowgut
Maximum Might. While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

Pyre-Kadaki Hardclaw
You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting is a fire spell.

Pyre-Kadaki Spike *(Ranged Weapon Only)*
Tune-Up. When this material is placed into a weapon choose one of the following effects to gain:

- *(Light Bowgun Only).* If you miss an attack while hidden, your location is not revealed.
- *(Heavy Bowgun Only).* You gain a +1 bonus to your AC while wielding this weapon.
- You gain a +2 bonus to your attack rolls with this weapon if the target is outside of your normal attack range.

OTHER MATERIAL EFFECTS

Drone Substance
This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if they attempt to charm a creature with spells or spell-like abilities, the targeted creature has disadvantage on its saving throw.

Cursed. When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

Rakna-Kadaki Silk
Can be used to craft pitfall trap+ (AGtMH p.63) by combining it with a trap tool using smithing tools (DC 17). (4 Uses).

Kadaki Queen Substance
A potent pheromone sometimes released by the rakna-kadaki. It is highly valued by nobles (sell value 4,000 gp).

Monster Broth
Material used to upgrade your Armor or Weapon to Legendary

Theropods

Theropods are reminiscent of Brute Wyverns; flightless, bipedal creatures with long tails and powerful legs. Unlike Brute Wyverns however, these monsters are generally quite small. Furthermore, Theropods almost always live under a social hierarchy, with young individuals, females and beta males led by a strong, dominant alpha male, which can command and control his subjects during combat.

Baggi

Baggi behave the same way as Jaggi and Jaggia. Unlike Jaggi, however, they can be either male or female. They have the ability to put other creatures to sleep due to its special liquid spit when it bites, that only lasts a few seconds. Baggi have the same attacks as the creatures they resemble, the Jaggi, but attack more without delay. They will spend much less time hissing and will rush at Adventurers without warning. Like their relatives, the Jaggi, Baggi will attack other large monsters in the same area, excluding the Great Baggi.

Baggi

Medium beast (theropod), unaligned

Armor Class 11
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Pack Tactics. The Baggi has advantage on attack rolls against a creature if at least one of the Baggi's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be incapacitated until the end of its next turn, or until it takes damage.

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage.

Baggi

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Baggi Hide	(A,W)
13-16	Baggi Scale	(A)
17-18	Sm Monster Bone	(O)
19-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS
Baggi Hide
Geologist. When you successfully gather a mining resource, you instead gather 2.

Baggi Scale
You have a +1 bonus to Athletics checks while you wear this armor.

WEAPON MATERIAL EFFECTS
Bird Wyvern Fang
Your piercing weapon deals an extra 1 piercing damage.

Baggi Hide
Whenever the bearer of this weapon takes a help action in combat, the aided ally can treat its weapon as a +1 magic weapon until the end of its next turn.

OTHER MATERIAL EFFECTS
Sm Monster Bone
Uncommon weapon upgrade material.

Bird Wyvern Bone
Uncommon armor upgrade material.

Great Baggi

The Great Baggi's eyes will glow yellow in the dark. Great Baggi are matured male Baggi that have taken over a pack of their own. Great Baggi is also slightly larger than the Great Jaggi. Located on its head is a crest that is highly prized by merchants for its use in armor and weapon crafting. It has developed its own unique ability; it can spit a tranquilizing liquid that inflicts sleep on its prey or hunters. It also has developed the ability to command Baggi to surround prey or hunters and spit tranquilizing liquid at them with a roar.

Great Baggi

Large beast (theropod), unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Skills Athletics +6
Damage Immunities cold
Senses passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Pounce. If the great baggi moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the great baggi can make one Bite attack against it as a bonus action.

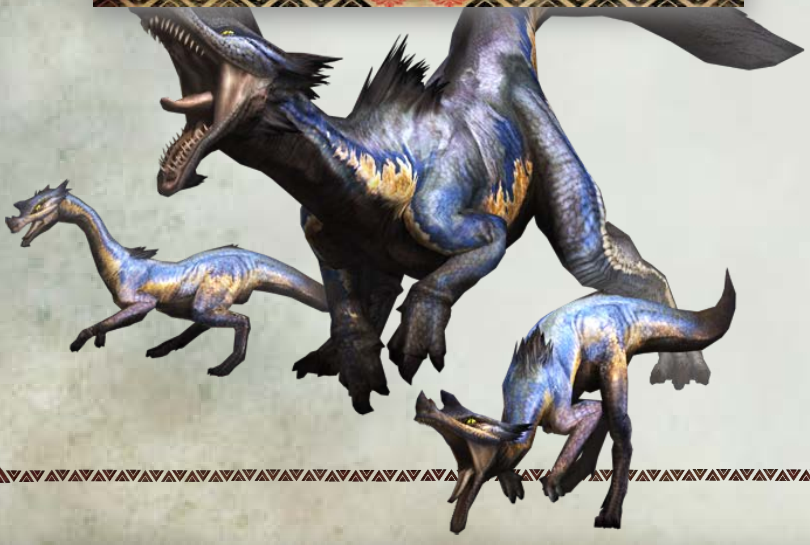
Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be incapacitated until the end of its next turn, or until it takes damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) Slashing damage.

Sleep Spit. The great baggi spits a sleepy concoction at a location within 60 feet of it. Each creature within a 5-foot radius of that location must succeed on a DC 13 Constitution saving throw or be incapacitated until the end of its next turn, or until it takes damage. If the saving throw fails by 5 or more, the target is instead knocked unconscious. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Alpha Call (1/day). The great baggi looses a guttural howl, calling 2 (1d4) baggi to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the great baggi and obeying its commands.



Great Baggi

Challenge Rating 2 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-2	—	Baggi Scale	(A)
3-5	1-5	B.Sleep Sac x2	(O)
6-12	6-7	Great Baggi Hide	(A,W)
13-17	8-10	Great Baggi Claw	(A,W)
—	11-18	B.King's Crest	(A,W)
18-19	19	Great Baggi Piel	(A,W)
20	20	Imperial Crest	(A)

ARMOR MATERIAL EFFECTS

Baggi Scale
You have a +1 bonus to Athletics checks while you wear this armor.

Great Baggi Hide
You reduce cold damage you take by 3 while you wear this armor.

Great Baggi Claw
Geologist. When you successfully gather a mining resource, you instead gather 2.

B.King's Crest
Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +1 bonus.

Great Baggi Piel
You can read books you are touching while sleeping.

Imperial Crest
Capture Novice. While attuned to this armor, tranq bombs and tranq ammo roll an extra 2d8 when it hits a creature.

WEAPON MATERIAL EFFECTS

Great Baggi Hide
When you hit a creature with this weapon, it must succeed on a DC 10 Constitution saving throw or become Incapacitated for 1d4 turns or until it takes damage. Once you use this property, you cannot use it again until you finish a long rest.

Great Baggi Claw
Your slashing weapon deals an extra 1 slashing damage.

B.King's Crest
FastCharge. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 1 charge, spirit, or phial charge.

Great Baggi Piel
Your weapon deals an extra 1 weapon damage if it uses ammunition.

OTHER MATERIAL EFFECTS

B.Sleep Sac
A Material that replaces the sleep herb when crafting tranq bombs or tranq ammo.

Boggi

Boggi has a body structure similar to like of wroggi or baggi, with a scaly yellow hide and brown markings. Its head quite resembles a hyena, with large ears, oversized lower canines, and a patch of dark hair on its shoulders, back, and along the tail. Its tongue is normally seen hanging out of its mouth.

Boggi work together in packs in order to hunt down prey. Boggi are known to use their speed to wear down potential prey. They use their claws in battle, so one must be wary of them. Due to be low on the food chain they must avoid dangerous predators such as garangolm, goss harag, and gore magala.

Boggi are cunning and cauclating monsters that patiently wait for openings to strike. However, they will flee when there is danger.

Boggi

Medium beast (theropod), unaligned

Armor Class 11
Hit Points 19 (3d8 + 6)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Pack Tactics. The boggi has advantage on attack rolls against a creature if at least one of the boggi's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bonus Action

Nimble Escape. The boggi takes the Disengage or Hide action.

Boggi

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Boggi Thickhide	(A)
13-16	Boggi Scale	(A)
17-18	Sm Monster Bone	(O)
19-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS

Boggi Thickhide
While attuned to this armor you can take the Disengage or Hide action as a bonus action. Once you use this property you can't use it again until you finish a long rest.

Boggi Scale
You have a +1 bonus to Survival checks while you wear this armor.

WEAPON MATERIAL EFFECTS

Bird Wyvern Fang
Your piercing weapon deals an extra 1 piercing damage.

OTHER MATERIAL EFFECTS

Sm Monster Bone
Uncommon weapon upgrade material.

Bird Wyvern Bone
Uncommon armor upgrade material.

Genprey

Genprey bodies are covered in a colorful yellow and green hide, with a pair of yellow crests over their eyes. They are mid-level hunters. They prey on Aptonoth and Apceros. Genprey are pack hunters, and often rely on plans formulated by their pack leader, the Gendrome.

Genprey are covered in scales used for both camouflage in the harsh deserts and repel the fangs of other creatures. If the other creatures have a type of paralyzing toxin, skin under the scales can neutralize the paralyzing venom. In their fangs, is a deadly venom that can paralyze prey ten times their own size. It's estimated that it takes near seconds for the venom to paralyze prey no matter what size.

Genprey

Medium beast (theropod), unaligned

Armor Class 10
Hit Points 31 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

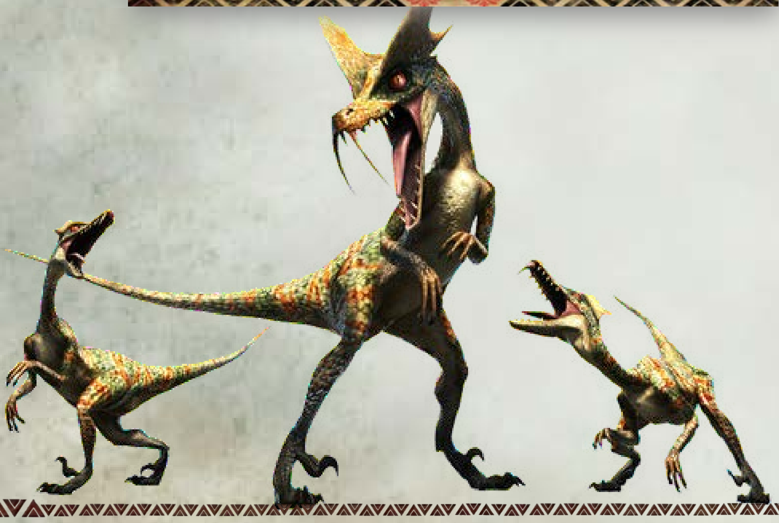
Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 10 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Bonus Actions

Aggressive. The genprey moves up to its speed toward an enemy that it can see.



Genprey

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-8	Genprey Fang	(W)
9-13	Genprey Hide	(A)
14-18	Genprey Scale	(A)
19-20	Sm Monster Bone	(O)

ARMOR MATERIAL EFFECTS

Genprey Hide
You reduce lightning damage you take by 2 while you wear this armor.

Genprey Scale
You have a +1 bonus to Arcana checks while you wear this armor.

WEAPON MATERIAL EFFECTS

Genprey Fang
When you cast a spell that deals lightning damage, add 1/2 of your proficiency bonus to that damage.

OTHER MATERIAL EFFECTS

Sm Monster Bone
Uncommon weapon upgrade material.

Gendrome

Adventurers can easily identify a Gendrome by their big crest and slightly larger size compared to a Genprey. The crest signifies leadership over the pack. With a pack to protect them and paralyzing fangs, they are a force to be reckoned with. Quick attacks and high speed allow them to attack with surprising power.

Gendrome are aggressive leaders that can repel some Flying Wyverns. Gendrome are well-known for occasionally living alone separate from a pack. In most cases, these are Gendrome searching for a pack to rule over, even if it means that they have to challenge that pack's current leader.

Gendrome

Large beast (theropod), unaligned

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Skills Athletics +5
Senses passive Perception 11
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Standing Leap. The gendrome's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Deadly Leap. If the gendrome jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 6 (1d6 + 3) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the gendrome's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the gendrome's space.

Alpha Call (1/day). The gendrome looses a guttural howl, calling 2 (1d4) genprey to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the gendrome and obeying its commands.

Bonus Actions

Aggressive. The gendrome moves up to its speed toward an enemy that it can see.

Gendrome

Challenge Rating 2 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-3	—	Genprey Scale	(A)
4-13	—	Gendrome Tail	(W)
—	1-7	Paralysis Sac	(W)
14-18	8-18	Gendrome Hide	(A)
—	19	Gendrome Skull	(A,W)
20	20	Gendrome Shard	(A,W)

ARMOR MATERIAL EFFECTS

Genprey Scale
You have a +1 bonus to Arcana checks while you wear this armor.

Gendrome Hide
You reduce lightning damage you take by 3 while you wear this armor.

Gendrome Skull
Whenever you make a saving throw against the paralyzed condition, you do so with a +2 bonus.

Gendrome Shard
While wearing this armor, you can use an action to cast the *thunderwave* (save DC 12) spell from it. Once used, you can't use this property again until the next dawn.

WEAPON MATERIAL EFFECTS

Gendrome Tail
While attuned to this weapon, you can use an action to cast *minor illusion* (save DC 11) from it at will. You can only use the spell to create a sound, not an image, and the sound must emanate from the weapon.

Paralysis Sac
When you cast a spell that deals lightning damage, you gain a +1 bonus to its spell attack roll.

Gendrome Skull
The first time you make a Carve check on a creature, you do so with advantage.

Gendrome Shard
While holding this weapon, you can use your action and point your weapon at a target within 30 feet of you, causing a bright light to flare before them. That creature must succeed on a DC 11 Constitution saving throw or become blinded for 1 minute. Once you use this property, you cannot use it again until you finish a short or long rest.

Giaprey

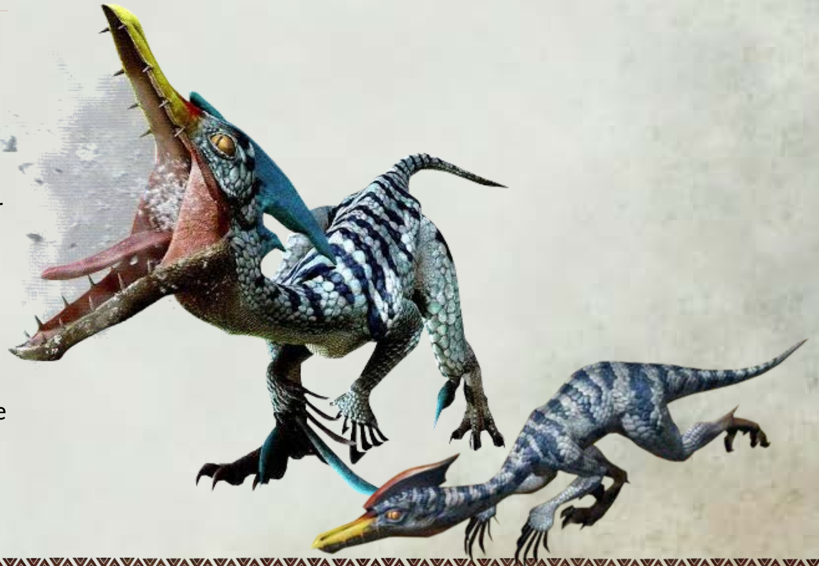
have crystal blue scales with sky blue stripes. As to the other relatives of the Giaprey it is able to take high amounts of cold. This is because of the skin being warmer than its blood and is able to repel high amounts of the cold in the Snowy Mountains.

Giapreys live in packs and obey their leader the Giadrome in what it dictates to the pack. Though they are small they are very aggressive if someone enters their territory.

Giadrome

It is physically very similar to the Velocidrome, the only key difference being the pale blue colouration and the presence of a frost sac. From the scales of Giadrome being white and blue, they are able to blend into the snow. This allows it to hunt better in the cold. Unlike the other species of Velociprey, Giadrome can spit a freezing cold liquid at prey, freezing them in their tracks. Their fangs are very cold and sharp to the touch.

Giadrome are quite social compared to their cousins. Unlike most other Velociprey species, Giadrome and Giaprey are quite social. They are known to be made up of more than one pack. Both Giadrome will live together and even control each other's pack while together. By being together, their packs are much deadlier and larger than before.



Giaprey

Medium beast (theropod), unaligned

Armor Class 10
Hit Points 21 (4d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Damage Resistances cold
Senses passive Perception 9
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Ice Walk. The giaprey can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 2 (1d4) cold damage.

Claw. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Bonus Actions

Aggressive. The giaprey moves up to its speed toward an enemy that it can see.

Giaprey

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-10	Giaprey Hide	(W)
11-16	Giaprey Scale	(A)
17-20	Sm Monster Bone	(O)

ARMOR MATERIAL EFFECTS

Giaprey Scale
You have a +1 bonus to Insight checks while you wear this armor.

WEAPON MATERIAL EFFECTS

Giaprey Hide
This weapon has a reservoir of ice magic that can freeze the ground for up to 30 seconds. While holding this weapon, you can use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 10-foot radius of this weapon becomes difficult terrain. This weapon recharges 1d6 seconds of energy to the weapon's reservoir daily at dawn.

OTHER MATERIAL EFFECTS

Sm Monster Bone
Uncommon weapon upgrade material.

Giadrome

Large beast (theropod), unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Athletics +5
Damage Resistances cold
Senses passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Ice Walk. The giadrome can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Standing Leap. The giadrome's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) cold damage.

Ice Spit (Recharge 5-6}. Ranged Weapon Attack: +3 to hit, range 30/60 ft., one creature. Hit: The target is restrained by ice. As an action, the restrained target can make a DC 12 Strength check, bursting the ice on a success. The ice can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire and bludgeoning damage; immunity to slashing, poison, and psychic damage).

Alpha Call (1/day). The giadrome looses a guttural howl, calling 2 (1d4) giaprey to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the giadrome and obeying its commands

Bonus Actions

Aggressive. The giadrome moves up to its speed toward an enemy that it can see.

Giadrome

Challenge Rating 2 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-3	—	Giaprey Scale	(A)
4-13	—	Giadrome Claw	(W)
—	1-7	Screamer Sac x2	(O)
14-18	8-18	Giadrome Hide	(A,W)
19	19	Giadrome Skull	(A,W)
20	20	Giadrome Shard	(A,W)

ARMOR MATERIAL EFFECTS

Giaprey Scale
You have a +1 bonus to Insight checks while you wear this armor.

Giadrome Hide
You reduce cold damage you take by 3 while you wear this armor.

Giadrome Skull
The air around you is always unnaturally cold while you wear this armor. Your breath becomes visible, and frost continually forms on the surface of your hair, weapons, and armor. Additionally, you suffer no ill effect from being in extremely cold environments.

Giadrome Shard
Detect. You gain a +1 bonus to your passive Perception while you wear this armor.

WEAPON MATERIAL EFFECTS

Giadrome Claw
When you cast a spell that deals cold damage, add 1/2 of your proficiency bonus to that damage.

Giadrome Hide
Icy wind and snowflakes bluster around this weapon, even in warm environments. While touching it, you can walk on the surface of the lightest snow, leaving no footprints.

Giadrome Skull
The first time you make a Carve check on a creature, you do so with advantage.

Giadrome Shard *(Druid, Sorcerer, Warlock, or Wizard)*
While attuned to this weapon you know the *frostbite* cantrip.

OTHER MATERIAL EFFECTS

Screamer Sac
A crafting material used to make sonic bombs.

Ioprey

Ioprey have lithe, raptor-esque bodies. They have vivid red skin, with some black markings and purplish lavender colouration by the limbs.

Living in very unlikely places, such as the volcano. Poison sacs are located in its mouth below its crest, which are used to spit poison at foes, in order to kill it faster. Unlike its fellow raptors, the Ioprey does not possess the large claw, long fangs, or sharp claws on its forelimbs and back legs. Instead, the Ioprey relies solely on its poison, strength, and poison-filled fangs. Ioprey have poison-filled scales on their body that make many predators think twice before attacking them.

Iodrome

It is significantly larger than normal Ioprey and possesses a larger crest. Unlike other pack leaders, Iodrome has a more amphibian look, with salamander-like skin that seems to glisten with moisture, and a frog-like throat sac.

Iodrome have a poison sac inside their throat that allows them to spit toxic poison at prey. This has also made their small fangs poisonous when biting into prey. Even their scales and bones are filled with poison for defense against predators. The Iodrome is typically known as deadly trouble for miners as it loves tunnels. It will attack any threats on sight, however, they will back off if the threat is too big for them to handle.

Ioprey

Medium beast (theropod), unaligned

Armor Class 11 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Bonus Actions

Aggressive. The ioprey moves up to its speed toward an enemy that it can see.

Ioprey

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-8	Ioprey Fang	(W)
9-13	Ioprey Hide	(A)
14-18	Ioprey Scale	(A)
19-20	Sm Monster Bone	(O)

ARMOR MATERIAL EFFECTS

Ioprey Hide
You reduce fire damage you take by 2 while you wear this armor.

Ioprey Scale
You have a +1 bonus to Religion checks while you wear this armor.

WEAPON MATERIAL EFFECTS

Ioprey Fang
When you cast a spell that deals poison damage, add 1/2 of your proficiency bonus to that damage.

OTHER MATERIAL EFFECTS

Sm Monster Bone
Uncommon weapon upgrade material.

Iodrome

Large beast (theropod), unaligned

Armor Class 15 (natural armor)
Hit Points 53 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	4 (-3)	10 (+0)	6 (-2)

Skills Athletics +5
Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Standing Leap. The iodrome's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

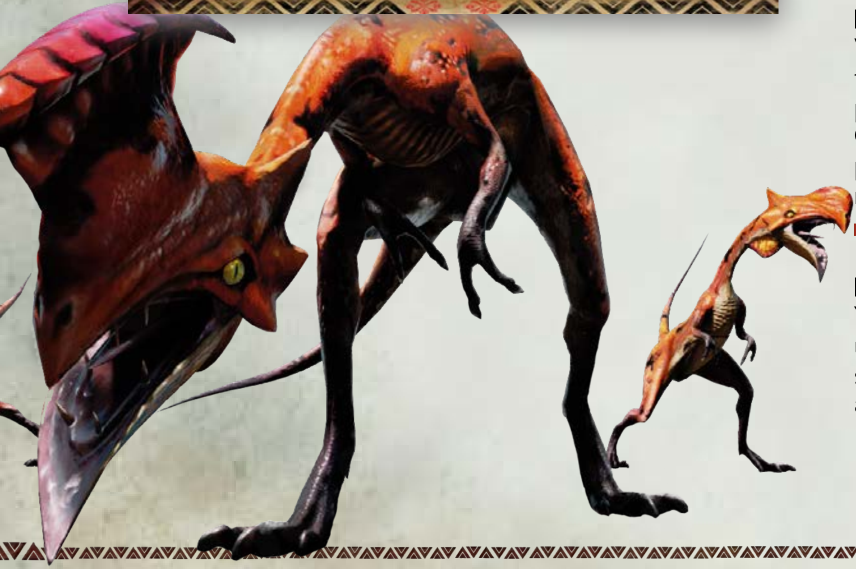
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Spit. The iodrome spits a poisonous concoction at a 5 foot area within 60 feet. All creatures within a 5 foot radius of the area must pass a DC 12 Constitution saving throw, taking 7 (2d6) poison damage and be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Alpha Call (1/day). The iodrome looses a guttural howl, calling 2 (1d4) ioprey to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the iodrome and obeying its commands.

Bonus Actions

Aggressive. The ioprey moves up to its speed toward an enemy that it can see.



Iodrome

Challenge Rating 1 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-3	—	Ioprey Scale	(A)
4-10	1-7	Iodrome Poison Sac	(A,W,O)
11-17	8-18	Iodrome Hide	(A,W)
18-19	19	Iodrome Skull	(A,W)
20	20	Iodrome Violet Scale	(A,W)

ARMOR MATERIAL EFFECTS

Ioprey Scale
You have a +1 bonus to Religion checks while you wear this armor.

Iodrome Poison Sac
While you are wearing this armor, you can use your action to cause a random creature within 60 feet of you to become poisoned for 1d4 hours.

Iodrome Hide
You always know the direction to the nearest tavern in a 60 mile radius while you wear this armor.

Iodrome Skull
Whenever you make a saving throw against the poisoned condition, you do so with a +1 bonus.

Iodrome Violet Scale
Well Rested. When you finish a long rest, you gain 5 temporary hit points for 24 hours while attuned to this armor.

WEAPON MATERIAL EFFECTS

Iodrome Poison Sac
When you cast a spell that deals poison damage, you gain a +1 bonus to its spell attack roll.

Iodrome Hide
Archaeologist. When you successfully gather a bone resource, you instead gather 2.

Iodrome Skull
The first time you make a Carve check on a creature, you do so with advantage.

Iodrome Violet Scale
While you are holding this weapon, you can use an action to have your weapon produce 1/2 an ounce of basic poison (PHB 153) that drips from the end of the weapon. Once the weapon starts producing the poison, it can't produce more once it has reached its maximum, until the next dawn.

OTHER MATERIAL EFFECTS

Iodrome Poison Sac
You can make a DC 10 Wisdom (Poisoner's Kit) check using this material as its ingredient plus a vial. On a success you create a vial of basic poison (PHB p. 153). On a fail, the material is destroyed.

Izuchi

An omnivorous bird wyvern that has a characteristic scythe-shaped tail. It uses this tail to attack, but also to climb trees and chop down fruit. Most Izuchi fall into a herd led by a Great Izuchi; in each herd, the two best fighters are selected by the leader to help it hunt prey.

Izuchi

Medium beast (theropod), unaligned

Armor Class 12 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Pack Tactics. The izuchi has advantage on attack rolls against a creature if at least one of the izuchi's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Izuchi

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-7	Sharp Claw	(W)
8-13	Izuchi Hide	(A)
14-17	Izuchi Tail	(A,W)
18-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS

Izuchi Hide
When you successfully gather from a bonepile resource, you roll twice on the resource table.

Izuchi Tail
Geologist. When you successfully gather a mining resource, you instead gather 2.

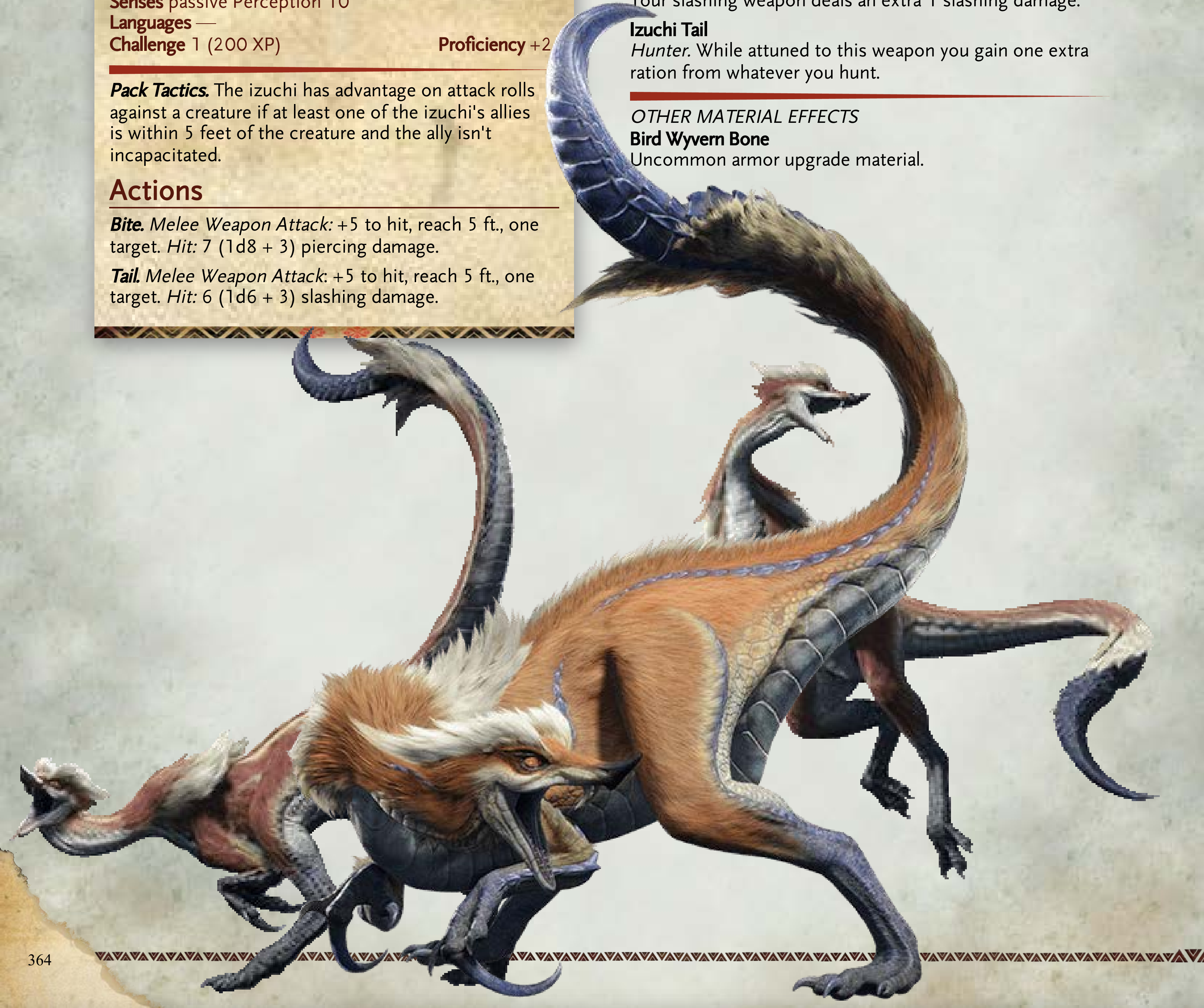
WEAPON MATERIAL EFFECTS

Sharp claw
Your slashing weapon deals an extra 1 slashing damage.

Izuchi Tail
Hunter. While attuned to this weapon you gain one extra ration from whatever you hunt.

OTHER MATERIAL EFFECTS

Bird Wyvern Bone
Uncommon armor upgrade material.



Great Izuchi

Great Izuchi is covered in short orange fur throughout the body with some patches of white fur on the head, base of the neck, back, and tail. Under the fur are cream-colored scales that become dark indigo toward the arms and legs. It has a long and slender snout, with cobra-like fangs on the top and bottom jaw, and orange eyes with very narrow pupils. Its underbelly is clad in large gray plating with smaller plating lining the back. The arms have three digits with the middle finger elongated, becoming hook-like. The most distinctive feature is its tail, which ends in a bony, scythe-like blade that it uses primarily for attacking. The scythe is very sharp, capable of slicing through several bamboo stalks in a single strike.

Great Izuchi

Large beast (theropod), unaligned

Armor Class 14 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	10 (+0)	6 (-2)

Skills Acrobatics +4
Senses passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency** +2

Leader of the Pack. Whenever an izuchi makes an attack roll or saving throw within 30 feet of the great izuchi, the creature can add a d4 to its roll provided it can see the great izuchi.

Actions

Multiattack. The great izuchi makes three Claw attacks.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spit. *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tail. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Rapid Spin (Recharge 5-6). The great izuchi moves up to its speed while spinning rapidly. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the great izuchi moves through must succeed on a DC 13 Dexterity saving throw or take 16 (4d6 + 2) slashing damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Alpha Call (1/day). The great izuchi looses a guttural howl, calling 2 (1d4) izuchi to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the great izuchi and obeying its commands. Izuchi summoned in this way gain 10 temporary hit points.

Great Izuchi

Challenge Rating 3 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Great Izuchi Hide	(A,W)
6-8	6-8	Screamer Sac x2	(O)
9-15	9-16	Great Izuchi Pelt	(A,W)
16-17	—	Sm Monster Bone	(O)
18-19	17-19	Great Izuchi Tail	(A,W)
20	20	Izu Gem	(A,W)

ARMOR MATERIAL EFFECTS

Great Izuchi Hide
You have a +1 bonus to Acrobatic checks while you wear this armor.

Great Izuchi Pelt
You reduce fire damage you take by 3 while you wear this armor.

Great Izuchi Tail
Palamute Rally. NPC allies within 10 feet of you gain a +1 bonus to their AC and attack rolls while you are attuned to this armor.

Izu Gem
Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

WEAPON MATERIAL EFFECTS

Great Izuchi Hide
While holding your weapon, you can speak a command word and transform it into a set of cooking knives that provide a +1 bonus to skill checks when cooking a meal. Speaking the command word again changes the cooking knives back into the weapon.

Great Izuchi Pelt
Your slashing weapon deals an extra 2 slashing damage.

Great Izuchi Tail *(Spellcaster Only)*
You know the *friends* cantrip. If you already know the *friends* cantrip, the creature doesn't realize that you used magic to influence its mood until 10 minutes after the spell ends.

Izu Gem
When you hit a creature with this weapon, you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack. Once you use this property you can't use it again until you finish a short or long rest.

OTHER MATERIAL EFFECTS

Screamer Sac
A crafting material used to make sonic bombs.

Sm Monster Bone
Uncommon weapon upgrade material.

Jaggi

Jaggi are mostly pink, with purple foreclaws, back-stripe, and head-frills, and with cream-colored underbellies. Their tails are barbed along the length of the appendage, and they sport sizable frills sprouting from behind their jaws, possibly for making themselves look bigger to other monsters.

Though Jaggi and their kind display a higher functioning level of cooperation than other Raptors, Jaggi are often easily dealt with, even for novice Adventurers. This is due, in part, to their boisterous nature; Jaggi will often spend just as much time vocalizing bark-like warnings against intruders as they will attacking them.

Jaggia

Jaggia are the females of the Jaggi species. They are noticeably larger and bulkier than the immature males, and are mostly a blue-purple in hue, the exceptions being orange areas along their limbs and the sides of their necks and cream-colored underbellies. Their tails, unlike males of the species, have no barbs, and instead have a soft feather-like hanging accent near their ends. Their frills, located behind their jaws, are also more subdued than in other Jaggi variations, and hang limply.

Jaggia and their kin display a higher functioning level of cooperation than other small Bird Wyverns, and are more of a challenge than the smaller Jaggi due to their greater resilience and larger size. It is also notable that, unlike most other bird wyverns, Jaggia are sometimes found sleeping or lying down.

Jaggi

Medium beast (theropod), unaligned

Armor Class 11
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1/2 (100 XP) **Proficiency** +2

Pack Tactics. The jaggi has advantage on attack rolls against a creature if at least one of the jaggi's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Jaggi

Challenge Rating 1/2 **Carves** 1

Carve Chance	Material	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Jaggi Hide	(A)
13-16	Jaggi Scale	(A)
17-18	Sm Monster Bone	(O)
19-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS

Jaggi Hide
This armor magically mends itself to counteract daily wear and tear.

Jaggi Scale
You have a +1 bonus to Survival checks while you wear this armor.

WEAPON MATERIAL EFFECTS

Bird Wyvern Fang
Your piercing weapon deals an extra 1 piercing damage.

OTHER MATERIAL EFFECTS

Sm Monster Bone
Uncommon weapon upgrade material.

Bird Wyvern Bone
Uncommon armor upgrade material.

Jaggia

Medium beast (theropod), unaligned

Armor Class 12 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Pack Tactics. The jaggia has advantage on attack rolls against a creature if at least one of the jaggia's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Jaggia

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Jaggi Hide	(A)
13-16	Jaggi Scale	(A)
17-18	Sm Monster Bone	(O)
19-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS

Jaggi Hide
This armor magically mends itself to counteract daily wear and tear.

Jaggi Scale
You have a +1 bonus to Survival checks while you wear this armor.

WEAPON MATERIAL EFFECTS

Bird Wyvern Fang
Your piercing weapon deals an extra 1 piercing damage.

OTHER MATERIAL EFFECTS

Sm Monster Bone
Uncommon weapon upgrade material.

Bird Wyvern Bone
Uncommon armor upgrade material.

Great Jaggi

Great Jaggi's distinctive feature is its frill and the lavender scales with the crimson and tangerine overrides on the frills and the abdomen part, but also the furs that grow on its neck and along the back down to the middle tip of the tail. Great Jaggi's muzzle are particularly thinner and much more wrinkly than the other Bird Wyverns. While the tail has some barbs on each side, they are notably blunt and definable even used for its tail whip attacks.

Great Jaggi, along with the Great Baggi, may attack other monsters instead of focusing solely on the Adventurer, indicating a highly competitive and intelligent demeanor. It can also call its pack of Jaggi to its aid at any time with a loud, resonating roar.

Great Jaggi

Large beast (theropod), unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Skills Athletics +5
Senses passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Pack Leader. Unless the great jaggi is incapacitated, all jaggi and jaggia within 15 feet of it have advantage on saving throws against being charmed or frightened.

Pounce. If the great jaggi moves at least 20 feet. straight toward a creature and then hits it with a Slam attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the great jaggi can make one Bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Alpha Call (1/day). The great jaggi looses a gutteral howl, calling 2 (1d4) jaggi and 1 (1d2) jaggia to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the great jaggi and obeying its commands.

Great Jaggi

Challenge Rating 2 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-2	—	Jaggi Scale	(A)
3-5	1-5	Screamer Sac x2	(O)
6-12	6-7	Great Jaggi Hide	(A)
13-17	8-10	Great Jaggi Claw	(W)
—	11-18	King's Frill	(W)
18-19	19	Great Jaggi Head	(A)
20	20	Imperial Frill	(A)

ARMOR MATERIAL EFFECTS

Jaggi Scale
You have a +1 bonus to Survival checks while you wear this armor.

Great Jaggi Hide
You reduce necrotic damage you take by 3 while you wear this armor.

Great Jaggi Claw
Forager. When you harvest mushrooms, you instead gather two.

Great Jaggi Head
Item Prolonger. Whenever you use a consumable item that has a duration, its duration is increased by an additional 6 seconds.

Imperial Frill
Gourmand. While attuned to this armor, you double the amount of days you can go without food or water before suffering a level of exhaustion.

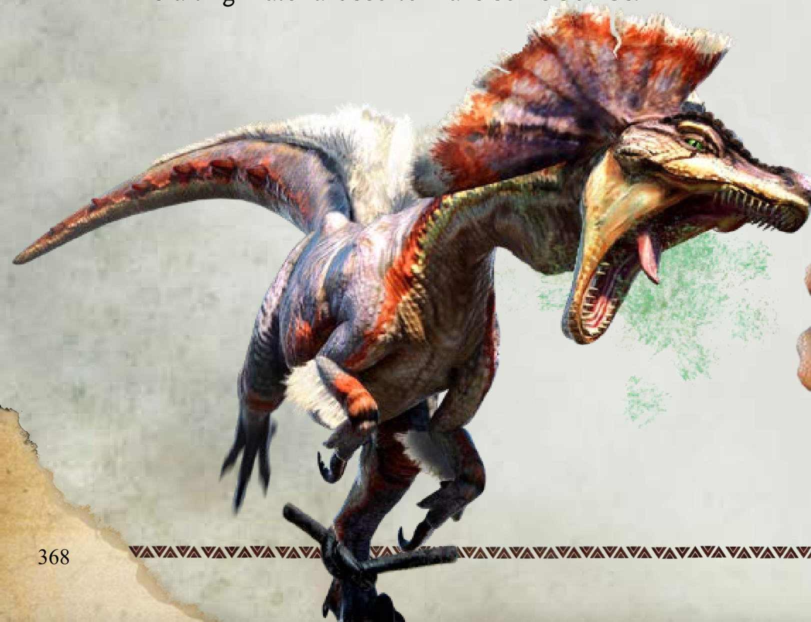
WEAPON MATERIAL EFFECTS

Great Jaggi Claw
Your slashing weapon deals an extra 1 slashing damage.

King's Frill
Hitter. When a creature must succeed on a saving throw or be stunned by the effect of a weapon attack, increase the save DC by 2.

OTHER MATERIAL EFFECTS

Screamer Sac
A crafting material used to make sonic bombs.



Kulu-Ya-Ku

Kulu-Ya-Ku has a body shape similar to other raptorial Bird Wyverns, such as Velocidrome. This monster is covered in light brown scales and has a face that greatly resembles a Dodo. Though it is mostly covered in scales, it also has feathers on its head and arms.

Kulu-Ya-Ku are exclusively ovivores, meaning they only eat eggs. They primarily feed on the eggs of Herbivores and Flying Wyverns, but have been observed eating ones from various species, including other Kulu-Ya-Ku. Daily a Kulu-Ya-Ku needs to feed on three to four eggs to survive but has to risk encountering large monsters to do so.

Despite its size, Kulu-Ya-Ku can pick up and lift 300kg boulders
before bashing them against threats. It can pick up such
large objects due to it ving we eveloped pectoral
muscles. Alth its a o pick up and
use objects pre ts greatest
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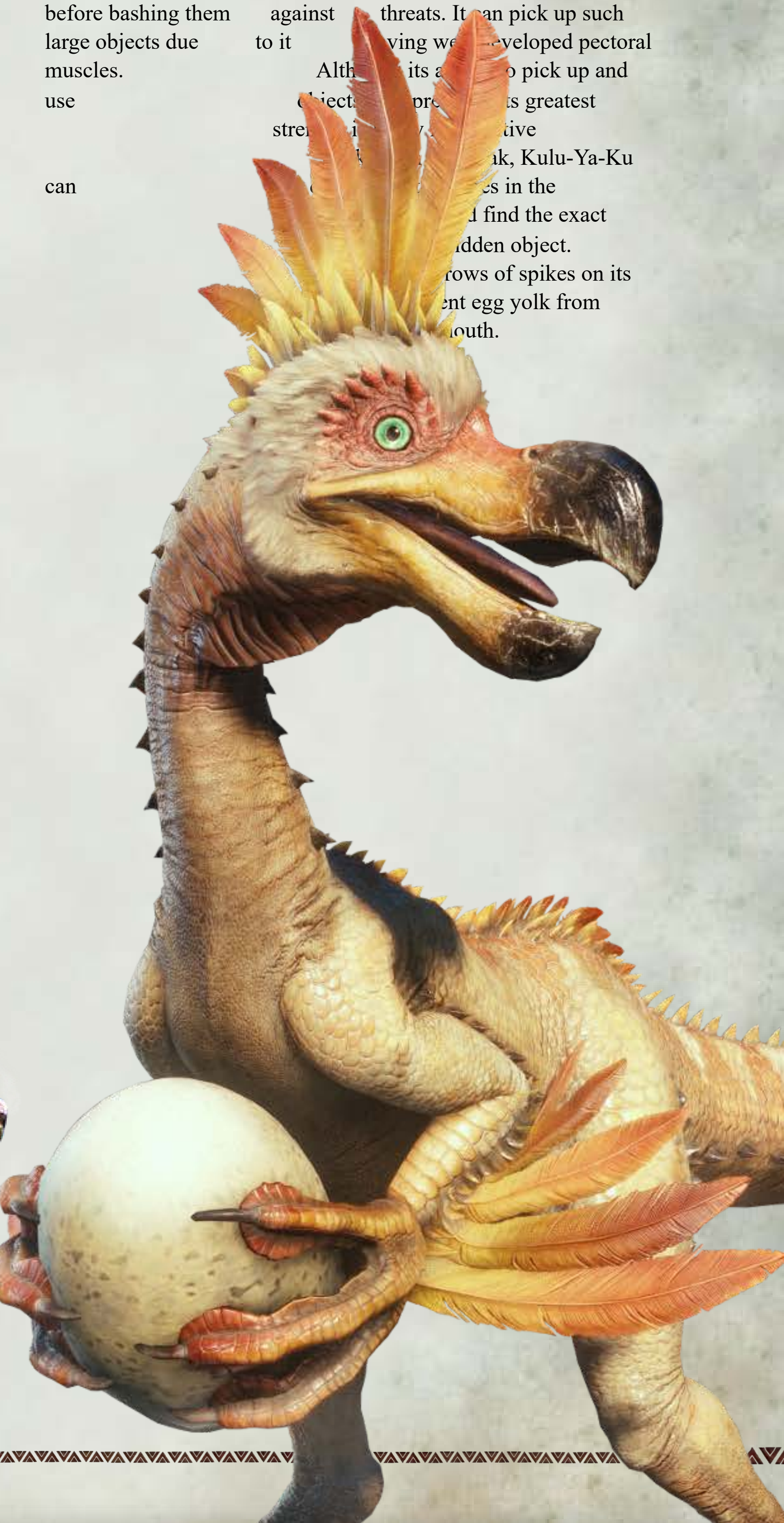


Kulu-Ya-Ku

Large beast (theropod), unaligned

Armor Class 13 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +5, Cha +1
Skills Investigation +1, Perception +2
Senses passive Perception 12
Languages —
Challenge 4 (1,100 XP) **Proficiency** +2

Pounce. If the kulu-ya-ku moves at least 20 feet straight toward a creature and then hits it with a peck attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the kulu-ya-ku can make one claw attack against it as a bonus action.

Sensitive Beak. The kulu-ya-ku has advantage on Intelligence (Investigation) and Wisdom (Perception) checks when attempting to locate anything buried in the ground.

Standing Leap. The kulu-ya-ku's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The kulu-ya-ku makes one Peck attack and one Claw attack.

Boulder Toss (requires Boulder). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage or 12 (2d8 + 3) bludgeoning damage while it has a boulder.

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Dig (Recharge 6). The kulu-ya-ku digs into the ground, pulling out a small sized boulder that it wields in its claws. It will carry around the boulder until it takes thunder damage; is blinded, stunned, or paralyzed; or uses its boulder toss attack.

Reactions

Parry. The kulu-ya-ku adds 3 to its AC against one melee attack that would hit it. To do so, the kulu-ya-ku must see the attacker and be wielding a boulder.

Kulu-Ya-Ku

Challenge Rating **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-5	Kulu-Ya-Ku Scale	(A,W)
7-11	6-12	Kulu-Ya-Ku Hide	(A,W)
12-14	13-16	Kulu-Ya-Ku Plume	(A,W)
15-19	17-19	Kulu-Ya-Ku Beak	(A,W)
20	20	Kulu Gem	(A,W)

ARMOR MATERIAL EFFECTS

Kulu-Ya-Ku Scale
You can use an action to speak this armor's command word, causing it to emit soothing music and cast the *calm emotions* spell (save DC 14) centered on you. Once you use this property, you cannot use it again until you finish a long rest.

Kulu-Ya-Ku Hide
While wearing this armor you can use a bonus action to gain advantage on Wisdom (Medicine) checks for the rest of the turn.

Kulu-Ya-Ku Plume
Item Prolonger. Whenever you use a consumable item that has a duration, its duration is increased by an additional 6 seconds.

Kulu-Ya-Ku Beak
Stamina Surge. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 3 levels of exhaustion when the spell ends.

Kulu Gem
When you take the Attack action on your turn, you can replace one of your attacks to form a boulder in your hand, from dust and debris on the ground, and hurl it at a creature within 60 feet of you. That creature must make a DC 14 Dexterity saving throw, taking 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Kulu-Ya-Ku Scale
Every minute, a beautifully colored feather falls from your weapon and floats to the ground.

Kulu-Ya-Ku Hide
When you are outdoors, harmless creatures such as squirrels and birds flock to you when you sing songs for a minute or longer.

Kulu-Ya-Ku Plume
You have a +2 bonus to Persuasion checks while you are attuned to this weapon.

Kulu-Ya-Ku Beak
You can use a bonus action to shroud your weapon in magical feathers for 1 minute. The next time you hit a creature with a melee weapon attack while your weapon is still shrouded in feathers, it must make a DC 11 Constitution saving throw. On a failed save, the target falls unconscious until the end of its next turn, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you can't use it again until you finish a long rest.

Kulu Gem
Critical Eye. Your weapon attacks critical hit range is increased by 1.

Tempered Kulu-Ya-Ku

Large beast (theropod), unaligned

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Dex +6, Con +7, Cha +3
Skills Investigation +3, Perception +4
Senses passive Perception 14
Languages —
Challenge 7 (2,900 XP) **Proficiency** +3

Pounce. If the kulu-ya-ku moves at least 20 feet straight toward a creature and then hits it with a peck attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the kulu-ya-ku can make one claw attack against it as a bonus action.

Sensitive Beak. The kulu-ya-ku has advantage on Intelligence (Investigation) and Wisdom (Perception) checks when attempting to locate anything buried in the ground.

Standing Leap. The kulu-ya-ku's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The kulu-ya-ku makes one Peck attack, and one Claw attack.

Boulder Toss (requires Boulder). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage or 13 (2d8 + 4) bludgeoning damage while it has a boulder.

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Bonus Actions

Dig (Recharge 5-6). The kulu-ya-ku digs into the ground, pulling out a small sized boulder that it wields in its claws. It will carry around the boulder until it takes thunder damage; is blinded, stunned, or paralyzed; or uses its boulder toss attack.

Reactions

Parry. The kulu-ya-ku adds 3 to its AC against one melee attack that would hit it. To do so, the kulu-ya-ku must see the attacker and be wielding a boulder.

Tempered Kulu-Ya-Ku

Challenge Rating 7 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-5	T.Kulu-Ya-Ku Scale	(A,W)
7-11	6-12	T.Kulu-Ya-Ku Hide	(A,W)
12-14	13-16	T.Kulu-Ya-Ku Plume	(A,W)
15-19	17-19	Kulu-Ya-Ku Beak	(A,W)
20	20	T.Kulu Gem	(A,W)

ARMOR MATERIAL EFFECTS

T.Kulu-Ya-Ku Scale
You can use an action to speak this armor's command word, causing it to emit soothing music and cast the *calm emotions* spell (save DC 15) centered on you. Once you use this property, you cannot use it again until you finish a long rest.

T.Kulu-Ya-Ku Hide
While wearing this armor you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks when attempting to locate anything buried in the ground.

T.Kulu-Ya-Ku Plume
Airborne. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Kulu-Ya-Ku Beak
Stamina Surge. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 3 levels of exhaustion when the spell ends.

T.Kulu Gem
When you take the Attack action on your turn, you can replace one of your attacks to form a boulder in your hand, from dust and debris on the ground, and hurl it at a creature within 60 feet of you. That creature must make a DC 15 Dexterity saving throw, taking 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

T.Kulu-Ya-Ku Scale
While attuned to this weapon you can cast the *prestidigitation* cantrip twice a day.

T.Kulu-Ya-Ku Hide
While holding this weapon you can speak its command word to gain proficiency with improvised ranged weapons for 1 minute. Once used you can't use this property again until you finish a long rest.

T.Kulu-Ya-Ku Plume
You have a +2 bonus to Deception checks while you are attuned to this weapon.

Kulu-Ya-Ku Beak
You can use a bonus action to shroud your weapon in magical feathers for 1 minute. The next time you hit a creature with a melee weapon attack while your weapon is

still shrouded in feathers, it must make a DC 11 Constitution saving throw. On a failed save, the target falls unconscious until the end of its next turn, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you can't use it again until you finish a long rest.

T.Kulu Gem
While holding this weapon, you gain a +1 bonus to spell attack rolls and you ignore half cover when making a spell attack.

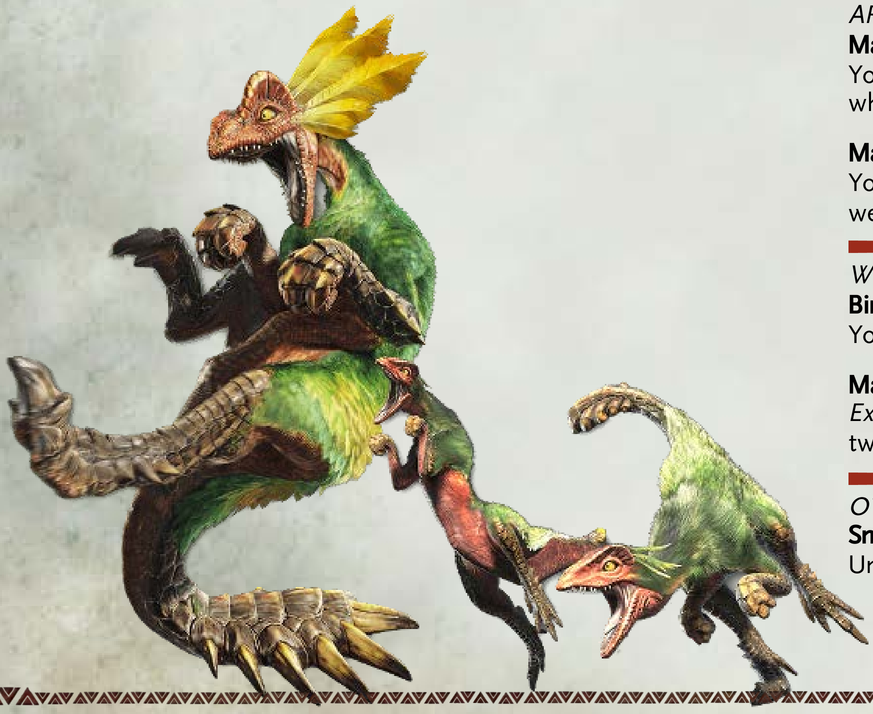
Maccao & Great Maccao

The Great Maccao feathered crest sets them apart from its Maccao pack. Although superficially similar to its younger brethren, a Great Maccao is bigger and bulkier, with more brightly-colored plumage. It also has powerful legs it uses to kick threats and to move with great speed, and its spiked tail allows it to propel itself forward and jump with tremendous force.

Only male Maccaos or Great Maccaos have feathers on their head. A Maccao's tail is similar to a kangaroo's tail. Its tail allows it to propel itself forward and jump with tremendous force. The Maccao has the ability to stand on its tail without any support from its legs, allowing it to balance itself on its tail with its legs in the air. While standing on its tail, its bright, red underbelly is revealed. The red underbelly acts as a warning sign, and is used to intimidate predators.

Maccao are scavengers that feed on corpses and eggs belonging to larger predators. Though primarily scavengers, Great Maccao will also feed on smaller monster species.

Great Maccao are shy monsters that prefer to stay away from most threats. Despite Great Maccao being the leader of its Maccao pack, it barely has any control over its lesser counterparts, unlike other Bird Wyverns such as the Great Jaggi. A Great Maccao's pack will rarely assist it if it is in danger. Great Maccao would rather run than fight, much like its smaller counterparts.



Maccao

Medium beast (theropod), unaligned

Armor Class 11
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	3 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Tail. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Bonus Actions

Aggressive. The maccao moves up to its speed toward an enemy that it can see.

Maccao

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-9	Bird Wyvern Fang	(W)
10-13	Maccao Hide	(A)
14-17	Maccao Scale	(A,W)
18-20	Sm Monster Bone	(O)

ARMOR MATERIAL EFFECTS
Maccao Hide
You and all of your possessions are completely odorless while you wear this armor.

Maccao Scale
You have a +1 bonus to Performance checks while you wear this armor.

WEAPON MATERIAL EFFECTS
Bird Wyvern Fang
Your piercing weapon deals an extra 1 piercing damage.

Maccao Scale
Expert Fisherman. When you catch fish, you instead catch two.

OTHER MATERIAL EFFECTS
Sm Monster Bone
Uncommon weapon upgrade material.

Great Maccao

Large beast (theropod), unaligned

Armor Class 14 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	5 (-3)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Standing Leap. The great maccao's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The great maccao makes two Kick attacks.

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Deadly Leap. If the great maccao jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 12 (2d8 + 3) bludgeoning damage On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the great maccao's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the great maccao's space.

Great Maccao

Challenge Rating 2 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-3	—	Maccao Scale	(A,W)
4-5	1-4	Maccao Tailspike	(W)
6-12	5-8	Great Maccao Scale	(A,O)
13-17	9-16	Great Maccao Hide	(A,W)
18-19	17-19	Champion's Crest	(A,W)
20	20	Maccao Gem	(A,W)

ARMOR MATERIAL EFFECTS

Maccao Scale
You have a +1 bonus to Performance checks while you wear this armor.

Great Maccao Scale
You reduce fire damage you take by 3 while you wear this armor.

Great Maccao Hide
You can use your reaction to reduce fall damage by 1d6 until the end of turn. Once you use this property you cannot use it again until you finish a long rest.

Champion's Crest
Whenever you are casting a spell as a ritual, you have advantage on Constitution saving throws to maintain concentration.

Maccao Gem
Jump Master+. While wearing this armor, you can cast the *jump* spell twice per short or long rest, but can target only yourself when you do so.

WEAPON MATERIAL EFFECTS

Maccao Scale
Expert Fisherman. When you catch fish, you instead catch two.

Maccao Tailspike
Hitter. When a creature must succeed on a saving throw or become stunned by the effect of a weapon attack, increase the save DC by 2.

Great Maccao Hide
Whenever you break a grapple, you can choose to push the grappler up to 10 feet away from you as a bonus action.

Champion's Crest
When you make a weapon attack with this weapon and roll a 20 for the attack roll, you can chose release a wave of concussive force. When you do, each creature within 5 feet of you must succeed on a DC 12 Strength saving throw or be knocked prone.

Maccao Gem *(Druid, Sorcerer, Warlock, or Wizard)*
While attuned to this weapon you can cast the *jump* spell at will, without expending a spell slot.

OTHER MATERIAL EFFECTS

Great Maccao Scale
Uncommon armor upgrade material.

Tzitzi-Ya-Ku

Tzitzi-Ya-Ku is a theropod of a navy blue coloration. It has long, powerful back legs, and muscular forelegs complete with three claws for grasping prey. Perhaps its most unique feature is the pair of retractable frills that line either side of its head, which are bright and vividly colorful in appearance. Its back is lined with a row of short spines, and it has wide, sturdy feet.

Tzitzi-Ya-Ku is able to emit bright flashes of light from the fins on the sides of its head. This can be used to disorient attackers and prey alike, allowing the monster to gain the upper hand in combat. Its powerful hind legs can be used to deliver potent kicks during battle.

This monster is comparatively low on the food chain, so it uses the dark colouration of its body to blend in and stalk its prey amongst the shadowy undergrowth of the Coral Highlands, far below the jurisdiction of the powerful Wyverns that rule the local ecosystem.

Tzitzi-Ya-Ku

Large beast (theropod), unaligned

Armor Class 15 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Dex +5, Int +2, Cha +2
Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency** +3

Pounce. If the tzitzi-ya-ku moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tzitzi-ya-ku can make one talon attack against it as a bonus action.

Standing Leap. The tzitzi-ya-ku's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The tzitzi-ya-ku makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tail. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Talon. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

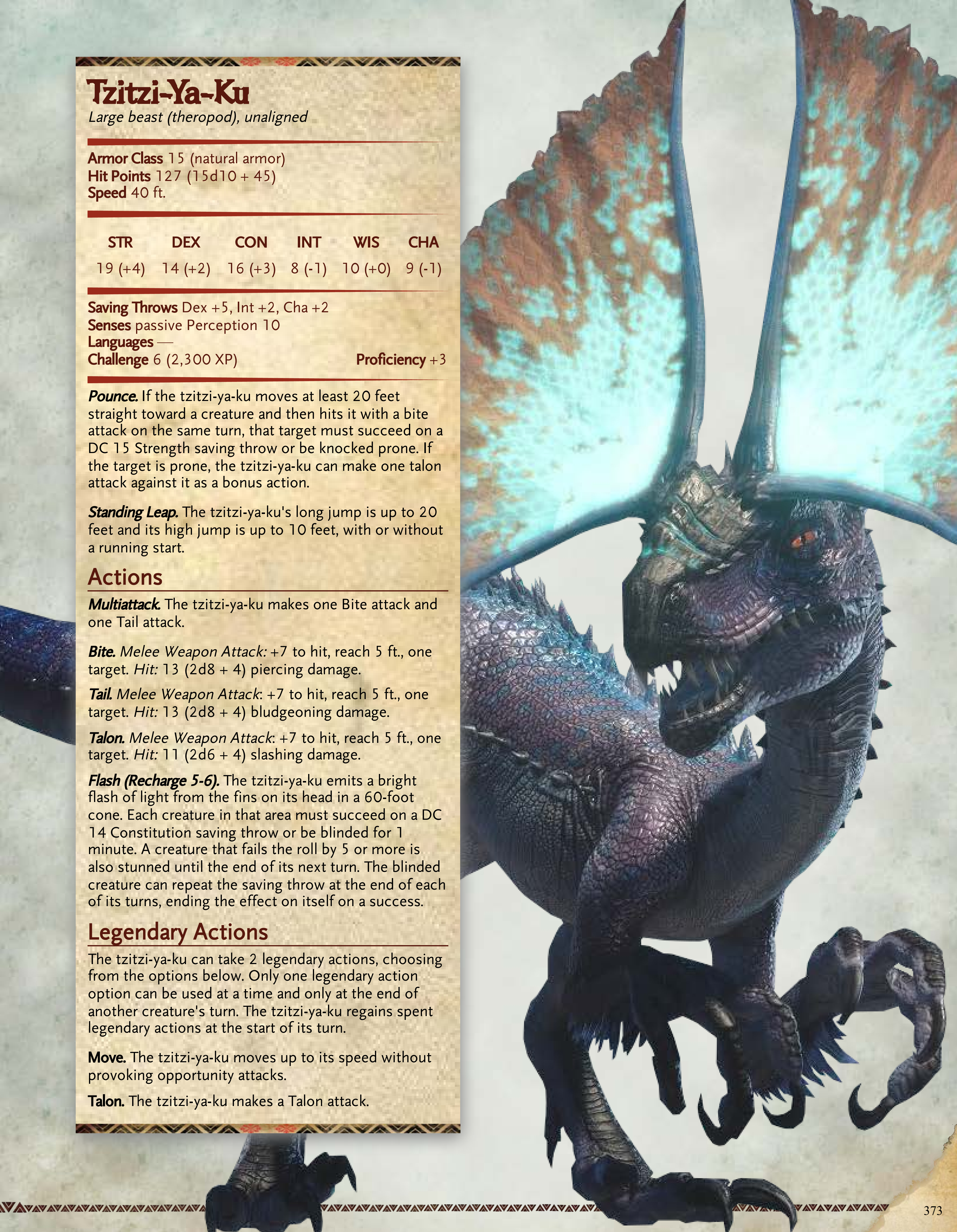
Flash (Recharge 5-6). The tzitzi-ya-ku emits a bright flash of light from the fins on its head in a 60-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or be blinded for 1 minute. A creature that fails the roll by 5 or more is also stunned until the end of its next turn. The blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The tzitzi-ya-ku can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tzitzi-ya-ku regains spent legendary actions at the start of its turn.

Move. The tzitzi-ya-ku moves up to its speed without provoking opportunity attacks.

Talon. The tzitzi-ya-ku makes a Talon attack.



Tzitzi-Ya-Ku

Challenge Rating 6 **Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Tzitzi-Ya-Ku Scale	(A,W)
7-11	5-8	Tzitzi-Ya-Ku Hide	(A,W)
12-14	9-11	Tzitzi-Ya-Ku Claw	(A,W)
15-19	12-13	Tzitzi-Ya-Ku Photophore	(A,W)
—	14-16	Med Monster Bone	(O)
—	17-19	Dash Extract	(O)
20	20	Tzitzi-Ya-Ku Gem	(A,W)

ARMOR MATERIAL EFFECTS

Tzitzi-Ya-Ku Scale
This armor is 10% lighter than normal armor of this type. If it has a Strength requirement to use, it is reduced by 1.

Tzitzi-Ya-Ku Hide
You have a +2 bonus to Sleight of Hand checks while you wear this armor.

Tzitzi-Ya-Ku Claw
You cannot become intoxicated while you wear this armor.

Tzitzi-Ya-Ku Photophore
Whenever you make a saving throw against the stunned condition, unconscious condition, or other sleep-like effects; you do so with a +2 bonus.

Tzitzi-Ya-Ku Gem
While wearing this armor, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

WEAPON MATERIAL EFFECTS

Tzitzi-Ya-Ku Scale
Your eyes glow red while you are touching your weapon.

Tzitzi-Ya-Ku Hide
While you hold this weapon, you can use an action to speak this weapon's command word to ignite the magic in it, causing it to flare brilliantly. Each creature within a 10-foot radius of you that can see you, must use its reaction to shield its eyes or be blinded until the end of its next turn.

Tzitzi-Ya-Ku Claw
When you cast a spell that deals lightning damage, add 1/2 of your proficiency bonus to that damage.

Tzitzi-Ya-Ku Photophore
This weapon has 3 runes. When you hit a creature, you can expend 1 of its runes to have the target make a DC 14 Constitution saving throw. On a failed save, the target is blinded for 1 minute. This weapon regains 1 expended rune daily at dawn.

Tzitzi-Ya-Ku Gem *(Druid, Sorcerer, & Wizard Only)*
While attuned to this weapon, you can use an action to cast the *color spray* from it spell once per day, without expending a spell slot.

OTHER MATERIAL EFFECTS

Med Monster Bone
Rare armor upgrade material.

Dash Extract
Crafting material for mega dash juice.

Velociprey

Velociprey have blue scales with black stripes, and a dull red crest on their heads. These carnivorous monsters travel in packs and inhabit many different environments.

Velociprey have highly developed brains, and can come up with a hunting plan quite quickly. The Velociprey will use a range of calls to talk to each other in order to cooperate properly. They usually surround prey, giving it little ways to escape, and attack by using their foot claws and hand claws. If there is a large pack, they can take down prey bigger than young Aptonoth. Inside of a Velociprey's beak are a number of sharp, thin teeth. Though the teeth look delicate, they are surprisingly hard to break. Even bombs can't break a Velociprey's teeth. Velociprey have powerful legs for running at high speeds after prey with claws used to injure prey. Velociprey packs are known to raid villages for food if it is scarce.

Velocidrome

The Velocidrome has a large, bright red crest over its blue hide signifies to other Velociprey that it is fit to be their leader. It is heavily set in its pack mentality and will rarely fight alone. To try to scare away potential predators, Velocidrome have colorful scales that act as warning colors. Velocidrome gives orders to the Velociprey while it constantly patrols its territory in search of intruders that have entered it. If an intruder is spotted, the Velocidrome will call for its pack before attacking the threat.

Velociprey

Medium beast (theropod), unaligned

Armor Class 11
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

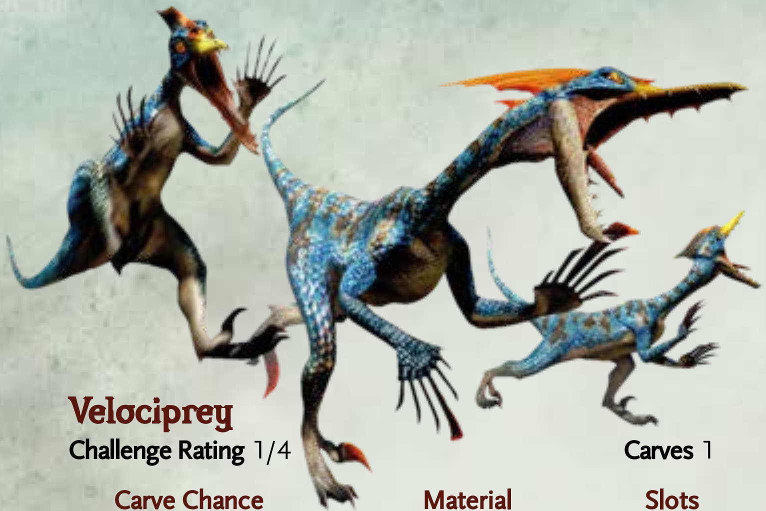
Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claw. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Bonus Actions

Aggressive. The velociprey moves up to its speed toward a hostile creature that it can see.



Velociprey

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-8	Velociprey Fang	(W)
9-13	Velociprey Hide	(A)
14-18	Velociprey Scale	(A)
19-20	Sm Monster Bone	(O)

ARMOR MATERIAL EFFECTS

Velociprey Hide
You reduce fire, cold, lightning, and necrotic damage you take by 1 while you wear this armor.

Velociprey Scale
You have a +1 bonus to Medicine checks while you wear this armor.

WEAPON MATERIAL EFFECTS

Velociprey Fang
When you cast a spell that deals bludgeoning, piercing, or slashing damage, add 1/2 of your proficiency bonus to that damage.

OTHER MATERIAL EFFECTS

Sm Monster Bone
Uncommon weapon upgrade material.

Velocidrome

Large beast (theropod), unaligned

Armor Class 13 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Skills Athletics +5
Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Standing Leap. The velocidrome's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Deadly Leap. If the velocidrome jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 6 (1d6 + 3) bludgeoning damage On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the velocidrome's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the velocidrome's space.

Alpha Call (1/day). The velocidrome looses a gutteral howl, calling 2 (1d4) velociprey to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the velocidrome and obeying its commands.

Bonus Actions

Aggressive. The velocidrome moves up to its speed toward a hostile creature that it can see.

Velocidrome

Challenge Rating 1 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-3	—	Velociprey Scale	(A)
4-13	—	Velocidrome Claw	(W,O)
—	1-7	Screamer Sac x2	(O)
14-19	8-18	Velocidrome Hide	(A,W)
—	19	Velocidrome Head	(A,W)
20	20	Velocidrome Shard	(A,W)

ARMOR MATERIAL EFFECTS

Velociprey Scale
You have a +1 bonus to Medicine checks while you wear this armor.

Velocidrome Hide
While wearing your armor it plays appropriate music for whatever situation you're in. Blaring horn sections and drums during combat, that sort of thing.

Velocidrome Head
Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +1 bonus.

Velocidrome Shard
While wearing this armor, you can use an action to cast the *long strider* spell from it. Once used, you can't use this property again until the next dawn.

WEAPON MATERIAL EFFECTS

Velocidrome Claw
You can use a bonus action to speak this weapon's command word, and transform your weapon into a walking cane or back to its original form.

Velocidrome Hide
When you cast a spell that deals thunder damage, add 1/2 of your proficiency bonus to that damage.

Velocidrome Head
The first time you make a Carve check on a creature, you do so with advantage.

Velocidrome Shard
As an action you can make this weapon shed bright light in a 15-foot radius and dim light in another 15 feet. You can use another action to make the weapon stop shedding light.

OTHER MATERIAL EFFECTS

Velocidrome Claw
This material can be crafted into a 6 six-sided die (DC 10 tinker's tool check). When you roll it, you can control which number it rolls.

Screamer Sac
A crafting material used to make sonic bombs.

Wroggi

Medium beast (theropod), unaligned

Armor Class 11
Hit Points 26 (4d8 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Pack Tactics. The Wroggi has advantage on attack rolls against a creature if at least one of the Wroggi's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage.

Wroggi

Wroggi are similar in body structure to Jaggi and Baggi, and are covered in a slick, water-resistant hide of an orange colouration. They have a pair of poison sacs on either side of their heads. Their movements and body structure are similar to that of Jaggia. Wroggi are poisonous, but are not as strong or as resistant to poison as their leader.

Great Wroggi

The Great Wroggi has a slick salamander-like skin and, like its close relatives the Great Jaggi and Great Baggi, Great Wroggi are usually accompanied by a group of their smaller kin. Strangely enough, Wroggi seem to possess two, light blue poison sacs on either side of their heads, while the Great Wroggi possesses only a single, much larger, purple poison sac under its throat. It is believed that the poison sacs grow as the male Wroggi matures until the two poison sacs join together to become one poison sac.

Great Wroggi

Large beast (theropod), unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Skills Athletics +6
Damage Resistances lightning
Senses passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Pounce. If the great wroggi moves at least 20 feet straight toward a creature and then hits it with a Claw Attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the great wroggi can make one Bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) slashing damage.

Poison Spit. The great wroggi spits a poisonous concoction at a location within 60 feet of it. Each creature within a 5-foot radius of that location must succeed a DC 13 Constitution saving throw or or be poisoned until the end of its next turn.

Alpha Call (1/day). The great wroggi looses a gutteral howl, calling 2 (1d4) wroggi to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the great wroggi and obeying its commands.

Wroggi

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Wroggi Hide	(A)
13-16	Wroggi Scale	(A)
17-18	Sm Monster Bone	(O)
19-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS

Wroggi Hide
You reduce poison damage you take by 2 while you wear this armor.

Wroggi Scale
You have a +1 bonus to Nature checks while you wear this armor.

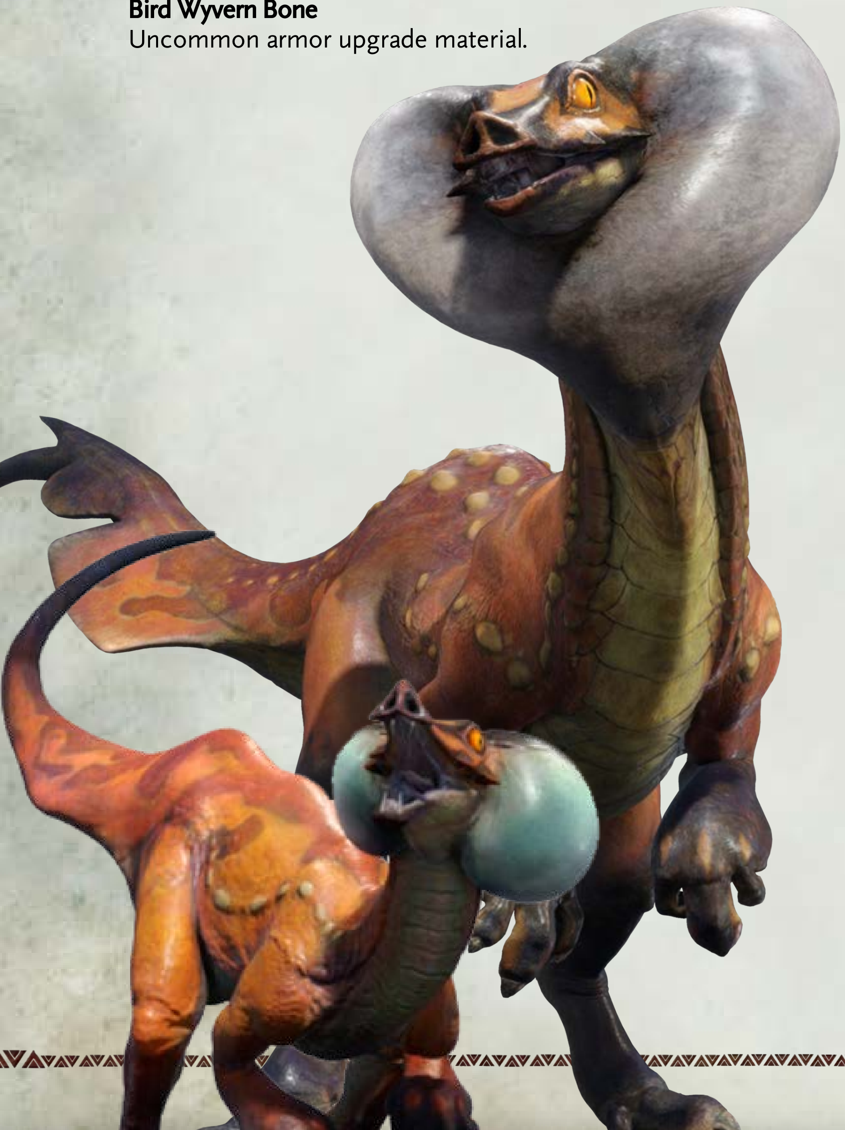
WEAPON MATERIAL EFFECTS

Bird Wyvern Fang
Your piercing weapon deals an extra 1 piercing damage.

OTHER MATERIAL EFFECTS

Sm Monster Bone
Uncommon weapon upgrade material.

Bird Wyvern Bone
Uncommon armor upgrade material.



Great Wroggi

Challenge Rating 2 **Carves/Capture** 2

Carve Chance	Capture Chance	Material	Slots
1-2	—	Wroggi Scale	(A)
3-5	1-5	Wroggi Poison Sac	(W,O)
6-12	6-7	Great Wroggi Hide	(A)
13-17	8-10	Great Wroggi Claw	(A,W)
—	11-18	W.King's Crest	(A,W)
18-19	19	Great Wroggi Piel	(A)
20	20	King's Beak	(A)

ARMOR MATERIAL EFFECTS

Wroggi Scale
You have a +1 bonus to Nature checks while you wear this armor.

Great Wroggi Hide
You reduce poison damage you take by 3 while you wear this armor.

Great Wroggi Claw
Forager. When you harvest mushrooms, you instead gather two.

W.King's Crest
Whenever you make a saving throw against the poisoned condition, you do so with a +2 bonus.

Great Wroggi Piel
You have a +1 bonus to Charisma saving throws while wearing this armor.

King's Beak
Team player. You can use the help action as a bonus action twice per long rest.

WEAPON MATERIAL EFFECTS

Wroggi Poison Sac
When you hit a creature with this weapon, it must succeed on a DC 12 Constitution saving throw or become poisoned for 1d4 turns or until it takes damage. Once you use this property, you cannot use it again until you finish a short or long rest.

Great Wroggi Claw
Your slashing weapon deals an extra 1 slashing damage.

W.King's Crest *(Bowgun Only)*
Your normal ammo deals an extra 2 piercing damage.

OTHER MATERIAL EFFECTS

Wroggi Poison Sac
You can make a DC 10 Wisdom (Poisoner's Kit) check using this material as its ingredient plus a vial. On a success you create a vial of basic poison (PHB p. 153). On a fail, the material is destroyed.

Unknown

Unknown, are a class of monsters that has been identified by scholars, but not yet given a proper classification.

Gore Magala

Gore Magala is unlike anything anyone has ever seen before. In light of the discovery that it is the juvenile form of the Shagaru Magala, some scholars have proposed that it be classified as an Elder Dragon , but until a consensus is reached it has been given the placeholder classification of Unknown.

Gore Magala is a very unique wyvern, sharing traits and similarities to that of the Elder Dragons, possessing six limbs, including the clawed wings on its back. Though, its overall appearance and stance resembles a quadrupedal wyvern like the Nargacuga. Its body is covered in dark exoskeleton plates, with notable features including the hidden feelers that are folded alongside its face, the lack of visible eyes and fanged jaws that are actually parts of its external armor plates. The other unique part is its wings, which are covered in jet-black fur that resemble a tattered and ragged cape. The claws on its wings are extremely prehensile, and even seem to possess opposable thumbs. They are used for grabbing, helping with running and maintaining stability. When not engaged in combat, Gore Magala tends to cloak its body with its wings by latching them onto its back.

Gore Magala has an unusually high metabolism but rarely feeds on much prey. Due to this metabolism, its hairs on its wings are constantly left behind and flying in the air. These hairs are used to understand their environment and leave behind a trail that Gore Magala uses to see both predators and prey by heat. Once it smells something in the area, it will begin to spread its hairs around the area in order to find the target and these hairs will attach onto the target, allowing the Gore Magala to see them with heat. As Gore Magala's senses increase and become better from these hairs, its color under its wings will slowly change and get brighter. When its senses are at their highest peak, two antennae will appear from its head and it will release large amounts of hairs into the air. The hairs in the sky will darken the sky as if an eclipse was in the area and it will begin to walk on all six. This is its Frenzy State. When it enters this state, it will begin to use its wing claws to allow it to walk and attack better using them. These claws can leave deep gouges in prey that are said to never heal.

Gore Magala's most infamous feature is the **Frenzy Virus**. This virus is spread from Gore Magala's scales and hairs while its breath has similar properties to them. When in its Frenzy State, Gore Magala is able to make explosions in the area by combining the hairs in the atmosphere around it with a spark from its mouth. The Frenzy Virus causes some abnormalities in the nervous system, increased physical strength, and a decrease in the body's resistance. This virus makes all monsters extremely violent and eventually kills most of them. Some may overcome the effects of the Frenzy Virus and actually develop a relationship with it, becoming physically stronger from the virus while also spreading the virus like Gore Magala in order to get rid of competition from their own species. These rare individuals are known as Apex Monsters.

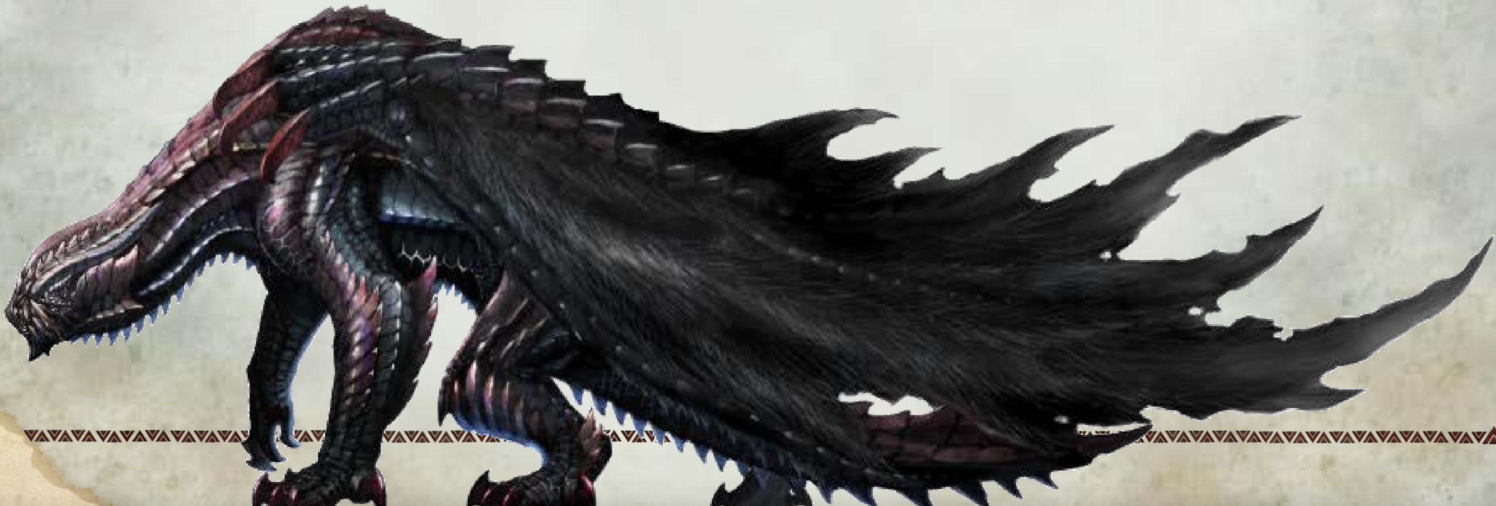
Gore Magala's are highly aggressive, elusive monsters. These monsters show great amounts of aggression and have shown great amounts of intelligence. Some have even been shown to play dead before slipping away when given an opportunity too. Despite competing with other powerful predators, Gore Magalas have rarely been seen with any wounds or scars on their body. Though these monsters are aggressive, they are more aggressive when it's time for them to return to Heaven's Mount and go to the Sanctuary. The reason for this is for the Gore Magala to molt into a legendary Shagaru Magala that once nearly wiped out every living thing in the mountains.

Interestingly, Gore Magala have been known to attack seafaring ships during their voyages across the great seas.

Shagaru Magala

Shagaru Magala is the "adult" form of Gore Magala, which transforms by shedding its black skin. Following the skin-shedding, its body is now covered in glittering golden scales, as well as its horns, claws and other spiky protrusions, which changed colors from crimson red / purple to dark brown. The once hidden eyes underneath the horns are also now fully opened. Its ragged-tattered wings also became golden scaly sheets that when fully expanded, resembles a star shape (more specifically, when both wings are expanded.)

Having reached adulthood, Shagaru Magala's physical abilities are greatly enhanced; they are much stronger, more agile, and most of all, more ferocious. Apart from more aggressive melee attacks like the clawed wings-pounce and a grab attack that involves crushing and then hurling hunters around like a ragdoll, their virus breath attacks are also enhanced; with the range of the explosion being larger and dealing more damage.



Like its "juvenile" form these drakes have highly specialized wings ending with four large talons at the end that can act as an extra pair of arms. This is very useful when climbing up cliff faces or gripping struggling prey. When exposed to bright sunlight its wings will also refract light into multicolored rays. In their juvenile form as a Gore Magala it lacks eyes, but upon metamorphosing it loses its heat sensors and gains usable eyes. Unlike a Gore Magala it lacks the virus carrying hairs on its wings and instead uses a currently unknown mechanism to spread the **Frenzy Virus.**

A Shagaru Magala is capable of making the Frenzy Virus cover a much greater range than that of its "juvenile" form and has the potential of killing every animal in a single area. The virus strain also seems to be more intense, easily corrupting a mighty beast like Zinogre and turning pack-monsters like the Great Baggi and Baggi against each other. The dark virus aura that envelops a Shagaru Magala is so intense that it's said to dissipate only once the progenitor monster is dead.

These dragons are highly aggressive and territorial predators that won't hesitate in attacking hunters if spotted. Like elder dragons, Shagaru Magala are very rare and are considered myths in some lands. Part of this due to the fact that it takes years for a Gore Magala to molt. Many believe that when the molting process is about to begin said creature will travel to Heaven's Mount to complete the process. In legend Shagaru Magala is known as "The Punishing God of the Mountains" due to its role of nearly wiping out all life in the mountains. The reason for this is to claim territory for themselves, prevent rivals from molting properly, and to release the next generation of Gore Magala into their territory. Their infected mist not only contains a stronger version of the Frenzy Virus but also their parasitic offspring. Their offspring live in an infected host, whether it is dead or alive, and their host acts as a nursery for the young. They get their nutrition and everything they need from their host before eventually bursting out of their host's body. Once Shagaru Magala is finished breeding in a territory, it'll leave the area for its next generation and begin to ;wander around the world randomly. They don't reproduce again for quite awhile due to trying to prevent future monster generations from gaining a resistance against their virus while reproducing. Thus far, only three Shagaru Magala have been sighted, two of which have been killed. Many people believe that the Shagaru Magala and Gore Magala represent light and darkness.

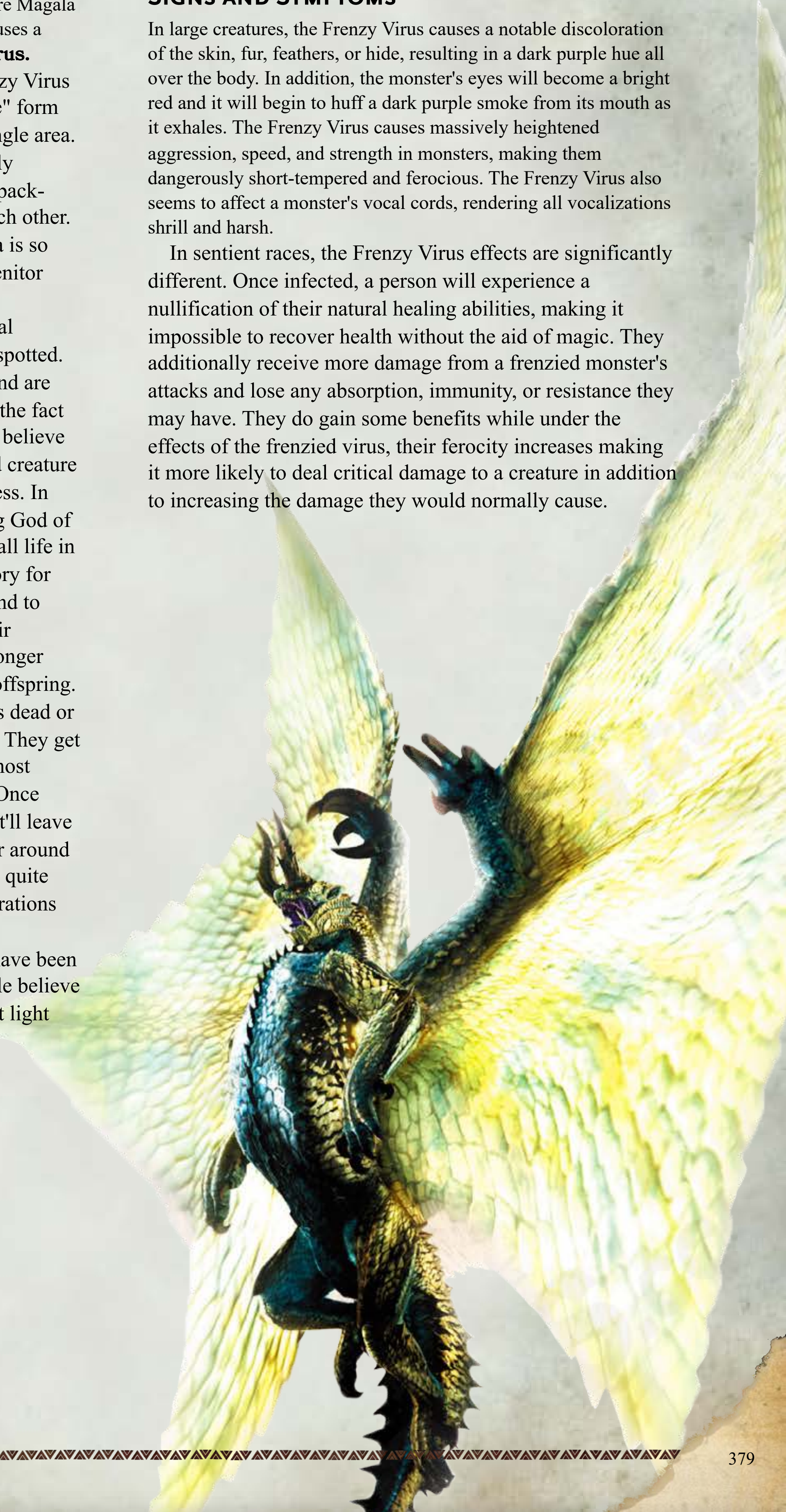
Frenzy Virus

The Frenzy Virus is an infectious disease caused by the attacks and breath weapons of Gore Magala and Shagaru Magala, affecting both sentient races and monsters alike.

SIGNS AND SYMPTOMS

In large creatures, the Frenzy Virus causes a notable discoloration of the skin, fur, feathers, or hide, resulting in a dark purple hue all over the body. In addition, the monster's eyes will become a bright red and it will begin to huff a dark purple smoke from its mouth as it exhales. The Frenzy Virus causes massively heightened aggression, speed, and strength in monsters, making them dangerously short-tempered and ferocious. The Frenzy Virus also seems to affect a monster's vocal cords, rendering all vocalizations shrill and harsh.

In sentient races, the Frenzy Virus effects are significantly different. Once infected, a person will experience a nullification of their natural healing abilities, making it impossible to recover health without the aid of magic. They additionally receive more damage from a frenzied monster's attacks and lose any absorption, immunity, or resistance they may have. They do gain some benefits while under the effects of the frenzied virus, their ferocity increases making it more likely to deal critical damage to a creature in addition to increasing the damage they would normally cause.



PROGNOSIS

In sentient races, the virus is not known to be fatal, despite its harmful effects; once the infection has begun, its effects generally last for several minutes before vanishing. Most monsters, on the other hand, die from the Frenzy Virus within a matter of days if they are not killed by hunters first.

THE APEX STATE

When monsters manage to overcome the Frenzy Virus they will be able to suppress the Virus' fatal afflictions while retaining its benefits; and even use the virus itself and weaponize it for their own use, turning them into a completely new threat entirely. This is referred to as the Apex State.

Similarly to the Frenzy Virus, monsters affected by the Apex State will have a dark purple hue over their bodies with the addition of some reddish shades. Their eyes will also be red, and they will exhale a dark mist from their mouths. The main aesthetic difference from Frenzy Virus is that Apex monsters will be surrounded by a dark smoke-like aura at all times. A monster's roar will also be greatly distorted when affected by the Apex State.

In full control of the Frenzy Virus with no ill effect, the monster under the Apex state is far more brutal, durable and relentless than they would be under the regular effects of the Virus. In addition to infecting unfortunate victims, some of the Apex monster's attacks may also be enhanced in this state with various upgrades such as longer range or increased damage. While under the Apex state, their skin is far more rigid and harder to damage, They gain resistance to cold, fire, lightning, and thunder damage in addition to immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Infection of the Frenzy Virus

The most common method of infection is a claw or bite attack by an infected creature, but it is also possible to contract by spores from a breath attack. When a creature infected with the virus hit a creature with one of these abilities they gain a **Frenzy Charge**. When a creature gains 3 charges, they must make a Constitution saving throw, with a DC of 8 + the infected creature's proficiency bonus + the infected creature's Constitution modifier. On a failure, the creature is infected with the Frenzy Virus. A sentient creature can repeat this saving throw each day at Dawn to destroy the virus and recover from its effects. The virus can also be cured by a *Greater Restoration* spell.

A monster can repeat this saving throw each day at Dawn. After succeeding on three of these saving throws, the creature's immune system suppresses the fatal afflictions but retains its benefits. After failing three of these saving throws, the creature dies.

Sentient Races

When a sentient creature contracts the frenzy virus, it gains the following effects.

Improved Critical. The sentient creature weapon attacks score a critical hit on a roll of 19 or 20.

Improved Damage. All spells and attacks deal an additional 1d4 damage.

Impaired Healing. The creature cannot regain Hit Points except by magical means. Potions of healing are not considered magical for this effect.

Suppressed Immunities. The creature no longer benefits from any resistance, absorption, or immunity for conditions or damage.

Vulnerability If the sentient creature gains a frenzy charge while already infected with the **Frenzy Virus**, the creature takes an additional 3 (1d6) necrotic damage from the attack.

Frenzy Virus Template

A frenzied monster is any non-sentient creature that has succumbed to the frenzy virus. A frenzied monster appearance varies depending on its type. Typically its eyes will become bright red and will huff a dark purple smoke from its mouth as it exhales.

Infected Monster

When a creature contracts the frenzy virus, it retains its statistics except as described below.

Abilities Scores. The Infected Monster Strength and Dexterity abilities scores are increased by 4.

Speed. The infected monster normal, climbing, flying, and swim speed is increased by 10 feet.

The Apex State

When an infected creature overcomes the frenzy virus they are able to suppress the virus fatal afflictions while retaining its benefits; it retains its statistics except as described below.

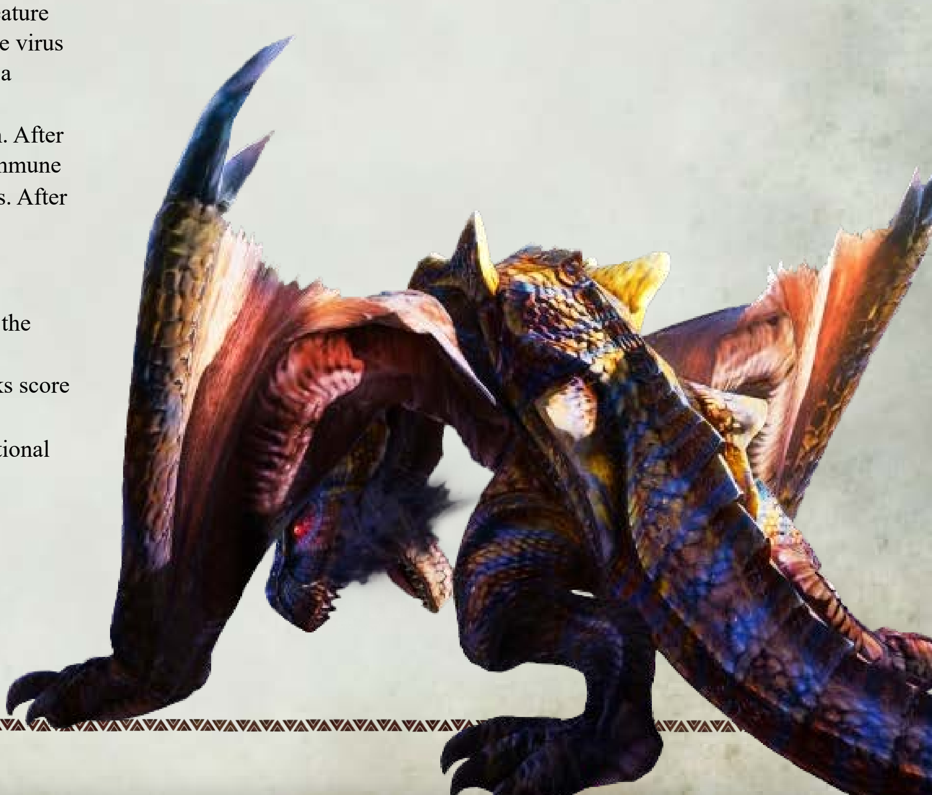
Infected. The apex creature gains all the same benefits as an Infected Monster.

Viral Attack. One attack of the GM choice applies a frenzy charge on a hit.

Damage Resistance. The apex creature has resistance to cold, fire, lightning, and thunder damage.

Damage Immunity. The apex creature has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Increased Range. All Melee Attacks reach increases by an additional 5 foot, Range Attacks are increased by 30 feet.



Gore Magala

Huge monstrosity (unknown), chaotic evil

Armor Class 20 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	12 (+1)	15 (+2)	19 (+4)

Saving Throws Str +15, Wis +9, Cha +11
Skills Perception +9, Stealth +11
Damage Resistance cold
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blind, charmed, frenzy virus, frightened, stunned
Senses blindsight 120 ft., passive Perception 19
Languages —
Challenge 21 (33,000 XP) **Proficiency** +7

Frenzy. When a creature gains its third frenzy charge, it must succeed on a DC 22 Constitution saving throw or be diseased with the frenzy virus until dispelled by a *greater restoration* or *wish* spell. On a successful save, its frenzy charges reset to zero.

Legendary Resistance (3/Day). If the gore magala fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The gore magala makes one Bite attack and two Claw attacks, or it makes two Viral Discharge attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage and the target gains 1 frenzy charge.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Viral Discharge. *Ranged Weapon Attack:* +11 to hit, reach 80/320 ft., one target. *Hit:* 14 (4d6) necrotic damage and the target gains 1 frenzy charge.

Virus Wave (Recharge 5-6). The gore magala unleashes a necrotic pulse in a 30-foot radius around it. Each creature in that area must make a DC 22 Dexterity saving throw, taking 63 (14d8) necrotic damage and gain 1 frenzy charge on a failed save, or half as much damage and doesn't gain a frenzy charge on a successful one.

Legendary Actions

The gore magala can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gore magala regains spent legendary actions at the start of its turn.

Bad Breath. The gore magala makes a Viral Discharge attack.

Detect. The gore magala makes a Wisdom (Perception) check.

Frenzy Dash (Costs 2 Actions). The gore magala moves up to its speed. During this move it can move through other creatures, without provoking opportunity attacks. Each creature the gore magala moves through must succeed on a DC 23 Dexterity saving throw or take 18 (3d6 + 8) bludgeoning damage and be knocked prone.

Gore Magala

Challenge Rating 21 **Carves/Capture** 6

Carve Chance	Capture Chance	Material	Slots
1-3	1-5	Gore Magala Carapace	(A,W)
4-5	6-7	Gore Magala Ripclaw	(A,W)
6	8-10	Gore Magala Wing	(A,W)
7-10	—	Gore Magala Tail	(A,W)
11-13	11-13	Frenzy Crystal	(O)
14-15	14-15	Gore Magala Feeler	(A,W)
16-17	16-18	Defiled Scale	(A,W)
18-19	19	Gore Magala Plate	(A,W)
20	20	Gore Magala Nyctgem	(A,W)

ARMOR MATERIAL EFFECTS

Gore Magala Carapace
Frenzy Res. Whenever you make a saving throw against the frenzy virus, you do so with advantage.

Gore Magala Ripclaw
Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Gore Magala Wing
Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

Gore Magala Tail
Your passive Perception increases by 5 and you have advantage on Dexterity (Stealth) checks made to hide while you wear this armor.

Gore Magala Feeler
You have resistance to cold damage while you wear this armor.

Defiled Scale
While you wear this armor, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Gore Magala Plate
You are immune to acid damage while you wear this armor.

Gore Magala Nyctgem
If you aren't wearing light, medium, or heavy armor; your base Armor Class is 15 + your Dexterity modifier.

WEAPON MATERIAL EFFECTS

Gore Magala Carapace
When held, this weapon draws in light, snuffing all nonmagical flames within 30 feet out. It turns dim light into darkness and bright light into dim light.

Gore Magala Ripclaw *(Melee Weapon Only)*
When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 weapon damage. Then roll another d20. If you roll a 20, you remove one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

Gore Magala Wing
Spirit. When fighting a Huge or larger creature, your weapon deals 1d6 extra damage and its crit range is increased by 1.

Gore Magala Tail
Your weapon deals an extra 1d8 necrotic damage.

Gore Magala Feeler *(Melee Weapon Only)*
This Weapon has 3 Runes. While holding it, you can use an action and expend 1 rune to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action it can use only the dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The weapon regains 1d3 expended Runes daily at dawn.

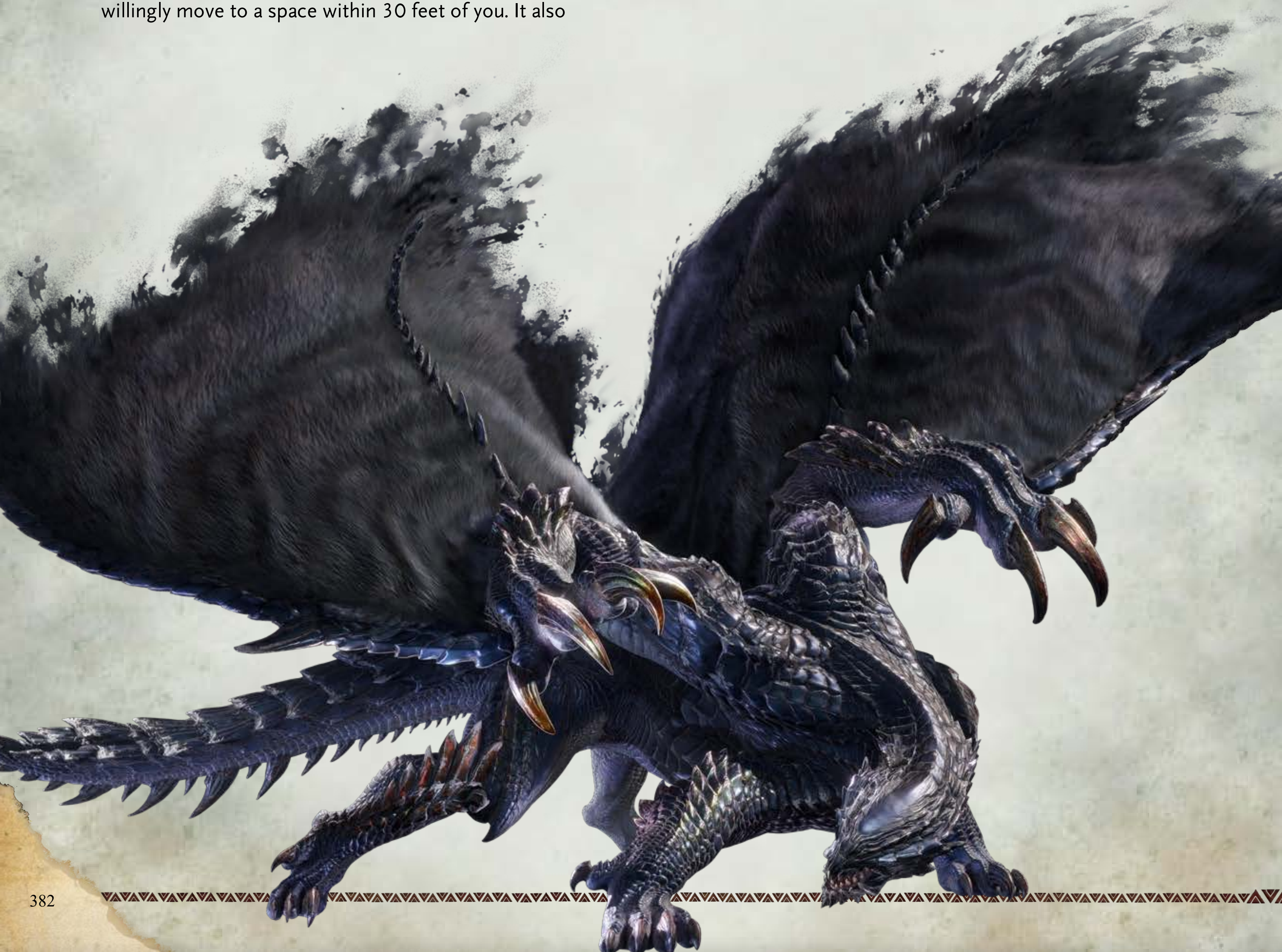
Defiled Scale
Your weapon deals an extra 1d10 necrotic damage.

Gore Magala Plate
You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon.

Gore Magala Nyctgem *(Cleric & Druid Only)*
This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *inflict wounds* (3rd level, 3 runes), *blindness/deafness* (2 runes), *bestow curse* (3 runes), *blight* (4 runes), or *circle of death* (6 runes) *eyebite(sickened)* (6 runes). This weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Frenzy Crystal
A legendary research material *(up to your DM how this might be useful in your game)* and quite valuable.



Tempered Gore Magala

Huge monstrosity (unknown), chaotic evil

Armor Class 20 (22 in Frenized State)
Hit Points 270 (20d12 + 140)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	12 (+1)	15 (+2)	19 (+4)

Saving Throws Str +15, Wis +9, Cha +11
Skills Perception +9, Stealth +11
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blind, charmed, frenzy virus, frightened, stunned
Senses blindsight 120 ft., passive Perception 19
Languages —
Challenge 21 (33,000 XP, or 66,000 XP as a mythic encounter) **Proficiency** +7

Frenzied State (Recharges after a Short or Long Rest). If the gore magala would be reduced to 0 hit points, its current hit point total instead resets to 202 (15d12 + 105) hit points, it gains a +2 bonus to its AC, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the gore magala can now use the options in the "Mythic Actions" section for 1 hour.

Frenzy. When a creature gains its third frenzy charge, it must make a DC 22 Constitution saving throw or be diseased with the frenzy virus until dispelled by a greater restoration or wish spell on a failed save, or isn't diseased and its frenzy charges reset to zero on a successful one.

Legendary Resistance (3/Day). If the gore magala fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The gore magala makes one Bite attack and one Tail attack.

It can use Frenzy Pool after its Tail attack.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage and the target gains one frenzy charge.

Body Slam. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage. If the gore magala moved at least 10 feet straight toward the target immediately before the hit, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Frenzy Burst. *Range Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 17 (5d6) necrotic damage and the target gains 1 frenzy charge.

If the gore magala's frenzied state has activated in the last hour, it instead creates multiple frenzy explosions in a 25-foot line that is 5 feet wide centered on the target and perpendicular to the gore magala. Each creature in that line, takes 24 (7d6) necrotic damage and gain one frenzy charge.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 8) bludgeoning damage.

Winged Arm (Frenzied State Only). *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.

Frenzy Breath (Recharge 5-6). The gore magala exhales projectiles of concentrated frenzy virus in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 63 (14d8) necrotic damage and gain 1 frenzy charge on a failed save. On a successful save, a target takes half as much damage, and does not gain a frenzy charge.

If the gore magala's frenzied state has activated in the last hour, it deals an extra 18 (4d8) necrotic damage and a creature gains two frenzy charges on a failed save.

Bonus Action

Frenzy Pool. Immediately after the gore magala makes a tail attack, a pool of purple mist fills the area in a 5-foot radius underneath the gore magala until the start of its next turn. A creature that enters the mist for the first time on a turn or ends its turn in the mist takes 17 (5d6) necrotic damage and gains 1 frenzy charge.

Legendary Actions

The gore magala can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gore magala regains spent legendary actions at the start of its turn.

Detect. The gore magala makes a Wisdom (Perception) check.

Viral Discharge. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 17 (5d6) necrotic damage or 24 (7d6) if the gore magala's Frenzied State has activated in the last hour, and the target gains 1 frenzy charge.

Close Range Frenzy Burst (Costs 2 Actions). The gore magala releases three explosions of the frenzy virus in a 5-foot long line that is 15-feet wide centered on a point in front of it. Each creature in that area must make a DC 22 Dexterity saving throw, taking 17 (5d6) necrotic damage and gain one frenzy charge on a failed save, or half as much damage and doesn't gain a frenzy charge on a successful one.

If the gore magala's frenzied state has activated in the last hour, it instead creates five explosions in a 5-foot long line that is 25-feet wide centered on a point in front of it.

Mythic Actions

If the gore magala's Frenzied State trait has activated in the last hour, it can use the options below as legendary actions.

Winged Arms. The gore magala makes two Winged Arm attacks.

Ground Slam (Costs 2 Actions). The gore magala rises up and slams its winged arms down on the ground beneath it. Each creature in a 15-foot square originating from the gore magala must make a DC 23 Dexterity saving throw, taking 30 (4d10 + 8) bludgeoning damage and be pushed up to 10 feet away and knocked prone on a failed save, or half as much damage, isn't pushed away, or knocked prone on a successful one.

Chaotic Gore Magala

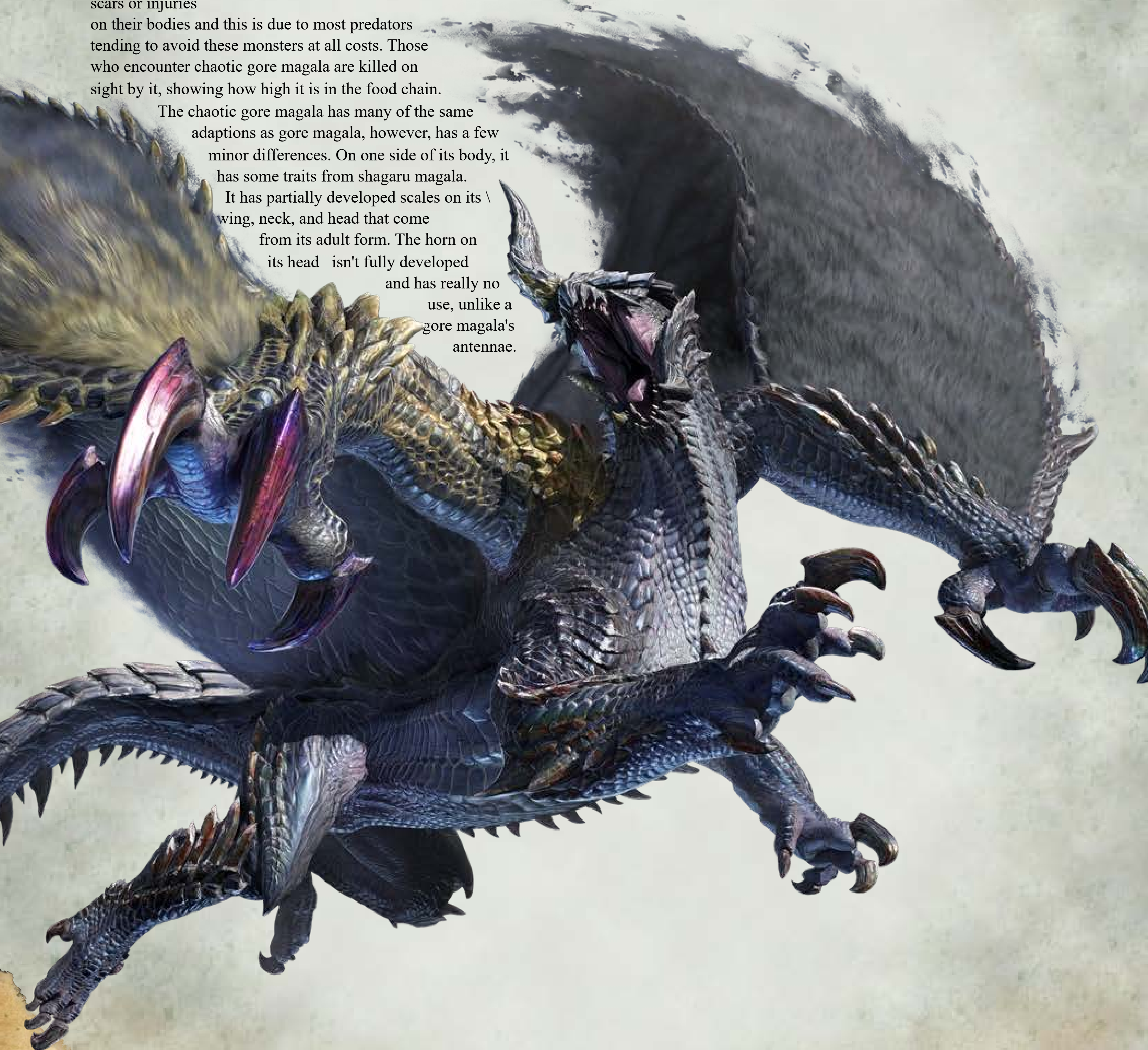
The chaotic gore magala is a rare special gore magala individual that has failed to molt properly into a shagaru magala and has only molted half way on one side of its body. This failure to molt has to do with molting in the vicinity of a shagaru magala's territory and effects from the shagaru magala's virus prevent the gore magala from molting properly. Just like gore magala, chaotic gore magala is in the unknown class.

Chaotic gore magala, like normal gore magala and shagaru magala, are a predator high in the food chain, though chaotic gore magalas rarely feed on prey. Despite their deadly strength and weaponry, these beasts must compete with other large predators. Even with this competition, chaotic gore magalas don't show any scars or injuries on their bodies and this is due to most predators tending to avoid these monsters at all costs. Those who encounter chaotic gore magala are killed on sight by it, showing how high it is in the food chain.

The chaotic gore magala has many of the same adaptions as gore magala, however, has a few minor differences. On one side of its body, it has some traits from shagaru magala. It has partially developed scales on its \ wing, neck, and head that come from its adult form. The horn on its head isn't fully developed and has really no use, unlike a gore magala's antennae.

One of the most disturbing traits is its "eye". This eye doesn't seem to have developed completely, meaning the eye could be useless to it. When in its Frenzy State, this eye can be seen glowing red though very rarely. Due to only one side partially developing, its strength is far greater than a normal individual.

The chaotic gore magala is a lot more aggressive and a lot more violent than normal gore magala. This is due to their failed molting causing them constant pain. This has also changed their habits compared to a normal gore magala. It has even been found that the chaotic gore magala are slowly dying from the virus after failing to molt properly.



Chaotic Gore Magala

Huge monstrosity (unknown), chaotic evil

Armor Class 21 (natural armor)
Hit Points 333 (29d12 + 145)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	20 (+5)	12 (+1)	9 (-1)	19 (+4)

Saving Throws Str +17, Wis +6, Cha +11
Skills Perception +6
Damage Resistances cold
Damage Immunities acid bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blind, charmed, frightened
Senses blindsight 120 ft., passive Perception 16
Languages —
Challenge 24 (62,000 XP or 124,000 XP as a mythic encounter) **Proficiency** +7

Frenzied State (Recharges after a Short or Long Rest). If the magala would be reduced to 0 hit points, its current hit point total instead resets to 241 (21d12 + 105) hit points, it gains a +2 bonus to its AC, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the magala can now use its Super Frenzy Explosion during the next hour and some of its actions gain additional effects for the same duration.

Frenzy. When a creature gains its third frenzy charge, it must make a DC 23 Constitution saving throw or be diseased with the frenzy virus until dispelled by a greater restoration or wish spell on a failed save or isn't diseased and its frenzy charges reset to zero on a successful one.

Frenzy Dust. Every 15 feet the magala moves, it leaves a purple cloud filled with the frenzy virus in a 10-foot cube in a space adjacent to it. The clouds disperse after 1 hour, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature starts its turn in a cloud or enters it for the first time on a turn, it gains 1 frenzy charge.

Legendary Resistance (3/Day). If the magala fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The magala makes one Horn attack and two Winged Arm attacks.

Horns. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage and the target gains 2 frenzy charges.

Winged Arm. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning. If the target is Huge or smaller, it is grappled (escape DC 20). If the magala's Frenzied State has activated in the last hour, it also creates explosions of the frenzy virus (on a hit or miss) in a 20-foot-long line that is 5-feet wide originating in the target's space. Each creature in that line must make a DC 20 Dexterity saving throw, taking 21 (6d6) necrotic damage and gain 1 frenzy charge on a failed save, or half as much damage and doesn't gain a charge on a successful one.

Frenzy Breath (Recharge 5-6). The magala exhales three orbs of concentrated frenzy virus that zigzag across a 90-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (14d8) necrotic damage and gain 1 frenzy charge on a failed save. On a successful save, a target takes half as much damage, and does not gain a frenzy charge.

If the magala's frenzied state has activated in the last hour, it deals an extra 18 (4d8) necrotic damage and a creature gains two frenzy charges on a failed save.

Super Frenzy Explosion (Frenzied State Only; Recharges after a Short or Long Rest). The magala expels a blast of frenzy clouds at a point within 120 feet of it. Each creature in a 30-foot-radius sphere centered on that point must make a DC 20 Dexterity or Constitution saving throw (target's choice), taking 99 (22d8) necrotic damage and gains two frenzy charge on a failed save, or half as much damage and doesn't gain charges on a successful one.

Legendary Actions

The magala can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The magala regains spent legendary actions at the start of its turn.

Detect. The magala makes a Wisdom (Perception) check.

Viral Discharge. *Ranged Weapon Attack:* +17 to hit, range 60/240 ft., one target. *Hit:* 21 (6d6) necrotic damage or 28 (8d6) if the magala's Frenzied State has activated in the last hour, and the target gains 1 frenzy charge.

Aerial Lunge (Costs 2 Actions). While flying, the magala moves up to half its fly speed straight towards a target and makes on Winged Arm attack against it.

Close Range Frenzy Burst (Costs 2 Actions). The magala releases three explosions of the frenzy virus in a 5-foot long line that is 15-feet wide centered on a point in front of it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 28 (8d6) necrotic damage and gain 1 frenzy charge on a failed save, or half as much damage and doesn't gain a frenzy charge on a successful one.

If the magala's frenzied state has activated in the last hour, it instead creates five explosions in a 5-foot long line that is 25-feet wide centered on a point in front of it.

Ground Slam (Costs 2 Actions). The magala rises up and slams its winged arms down on the ground beneath it. Each creature in a 15-foot square originating from the magala must make a DC 25 Dexterity saving throw, taking 24 (4d6 + 10) bludgeoning damage and be pushed up to 10 feet away and knocked prone on a failed save, or half as much damage, isn't pushed away, or knocked prone on a successful one.

Chaotic Gore Magala

Challenge Rating 24 **Carves/Capture** 4 (or 8 as a mythic encounter)

Carve Chance	Capture Chance	Material	Slots
1-3	1	Gore Magala Carapace	(A,W)
4-5	2-3	S. Magala Cortex	(A,W)
6-7	4-5	Antinomic Wing	(A,W)
8-9	—	Gore Magala Tail	(A,W)
10-11	6-7	Chaos Scale	(A,W)
12-13	8-10	S.Magala Hardhorn	(W)
14-15	11-13	Gore Magala Shredder	(A,W)
16-17	14-18	Diametrical Horn	(A,W)
18-19	19	Contrary Scale	(A,W)
20	20	C. Magala Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Gore Magala Carapace

Frenzy Res. Whenever you make a saving throw against the frenzy virus, you do so with advantage.

S.Magala Cortex

Gourmand. While attuned to this armor, you double the amount of days you can go without food or water before suffering a level of exhaustion.

Antinomic Wing

Airborne. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Gore Magala Tail

Your passive Perception increases by 5 and you have advantage on Dexterity (Stealth) checks made to hide while you wear this armor.

Chaos Scale

Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Gore Magala Shredder

Stamina Recovery. When you take a long rest, you reduce your exhaustion by 5 levels instead of 1.

Diametrical Horn

You are immune to cold damage while you wear this armor.

Contrary Scale

If you aren't wearing light, medium, or heavy armor; your base Armor Class is 15 + your Dexterity Modifier.

C. Magala Mantle

Berserker. While you are attuned to this armor you can use an action to reduce your maximum hit points to 1 and convert your current hit points into temporary hit points until you finish a long rest. While these temporary hit points remain, they can't be replaced, you have resistance to all damage except psychic, you are immune to all conditions, and your maximum hit points can't be reduced below 1.

WEAPON MATERIAL EFFECTS

Gore Magala Carapace

When held, this weapon draws in light, snuffing all nonmagical flames within 30 feet out. It turns dim light into darkness and bright light into dim light.

S.Magala Cortex

Quick Load. You can reload as a free action while you are attuned to this weapon.

Antinomic Wing

Spirit+. When fighting a Huge or larger creature, this weapon deals 1d8 extra weapon damage and its crit range is increased by 2.

Gore Magala Tail

Your weapon deals an extra 1d8 necrotic damage.

Chaos Scale

Resentment+. Until the end of your turn, you gain a +2 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

S.Magala Hardhorn

Your weapon deals an extra 1d10 radiant damage.

Gore Magala Shredder

Coalescence+2. Whenever you succeed on a saving throw to end a condition, you gain a +3 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d8 cold, fire, or lightning damage (your choice) until the end of your next turn.

Diametrical Horn

You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon.

Contrary Scale *(Cleric & Druid Only)*

This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *inflict wounds* (3rd level, 3 runes), *blindness/deafness* (2 runes), *bestow curse* (3 runes), *blight* (4 runes), or *circle of death* (6 runes) *eyebite(sickened)* (6 runes). This weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

C. Magala Mantle

Bloodlust. While you are attuned to this weapon and fall below half of your maximum hit points you are infected with the frenzy virus (even if you are normally immune to disease for 1 minute. Once you use this property, you can't use it again until you finish a long rest.

In addition, whenever you are infected with the frenzy virus, you ignore the negative effects of the frenzy virus *(Impaired Healing, Suppressed Immunities, Vulnerability)*, but you lose 1d6 hit points at the end of each of your turns, if you did not attack a creature since the end of your last turn.

Shagaru Magala

Huge monstrosity (elder), chaotic evil

Armor Class 21 (natural armor)
Hit Points 377 (26d12 + 208)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	27 (+8)	15 (+2)	15 (+2)	20 (+5)

Saving Throws Str +17, Wis +10, Cha +13
Skills Perception +10
Damage Resistance cold
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frenzy virus, frightened, prone, stunned
Senses truesight 120 ft., passive Perception 20
Languages —
Challenge 25 (75,000 XP) **Proficiency** +8

Frenzy. When a creature gains its third frenzy charge, it must succeed on a DC 24 Constitution saving throw or be diseased with the frenzy virus until dispelled by a *greater restoration* or *wish* spell. On a successful save, its frenzy charges reset to zero.

Legendary Resistance (3/Day). If the shagaru magala fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The shagaru magala makes two Bite attacks and two Claw attacks, or it makes two Viral Discharge attacks.

Claws. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage and the target gains 1 frenzy charge.

Viral Discharge. *Ranged Weapon Attack:* +13 to hit, reach 80/320 ft., one target. *Hit:* 22 (4d10) necrotic damage and the target gains 1 frenzy charge.

Virus Geysers (Recharge 5-6). The shagaru magala spreads spores in a large vortex around itself. It then launches itself 60 feet in the air, without provoking opportunity attacks, creating numerous 5-foot wide spore geysers in a 60-foot radius around it. The shagaru magala can choose up to 3 creatures in the area that must make a DC 21 Dexterity saving throw, taking 63 (14d8) necrotic damage and gain 2 frenzy charge on a failed save, or half as much damage and does not gain frenzy charges on a successful one.

Bonus Actions

Aggressive. The shagaru magala moves up to its speed toward an enemy that it can see.

Legendary Actions

The shagaru magala can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shagaru magala regains spent legendary actions at the start of its turn.

Bad Breath. The shagaru magala makes a Viral Cischarge attack.

Detect. The shagaru magala makes a Wisdom (Perception) check.

Wing Attack (Costs 2 Actions). The shagaru magala beats its wings. Each creature within 15 feet of the shagaru magala must succeed on a DC 24 Dexterity saving throw or take 22 (3d8 + 9) bludgeoning damage and be knocked prone. The shagaru magala can then fly up to half its flying speed.

Shagaru Magala

Challenge Rating 25 **Carves** 4

Carve Chance	Material	Slots
1-3	S.Magala Shard	(A,W)
4-5	S.Magala Cortex	(A,W)
6	S.Magala Purifier	(A,W)
7	S.Magala Lightwing	(A,W)
8-9	S.Magala Lash	(A)
10-11	S.Magala Hardhorn	(W)
12	S.Magala Prismwing	(A,W)
13-14	Pure Scale	(A,W)
15	S.Magala Phosgem	(A,W)
16	S.Magala Mantle	(A,W)
17-18	Pure Frenzy Crystal	(O)
19-20	Vile Frenzy Crystal	(O)

ARMOR MATERIAL EFFECTS

S.Magala Shard
Handicraft+3. For 24 hours, you gain proficiency with three artisan tools of your choice each dawn.

S.Magala Cortex
Gourmand. While attuned to this armor, you double the amount of days you can go without food or water before suffering a level of exhaustion.

S.Magala Purifier *(Lance Only)*
While you are wearing this armor, you cannot be knocked prone. Also, your AC bonus from its guard property now lasts until the start of your next turn.

S.Magala Lightwing
While wearing this armor, you can use an action to speak its command word to grow wings that look like the Shagaru Magala's. You gain a flying speed of 60 feet for 24 hours or until you end the effect as an action. Once used, this property can't be used again for 3 days.

S.Magala Lash
You have resistance to cold damage while you wear this armor.

S.Magala Prismwing
You have advantage on saving throws against spells while you wear this armor.

Pure Scale
You are immune to acid damage while you wear this armor.

S.Magala Phosgem
This armor has 5 runes. It regains 1d4 + 1 runes daily at dawn. When you roll a Dexterity saving throw or you roll for initiative, you can expend 1 rune to gain advantage on that roll before you make it. When you are hit by an attack, you can use your reaction to expend 2 runes and halve the damage you take from that attack, unless the damage is necrotic.

S.Magala Mantle
While attuned to this armor, you have truesight out to a range of 60 feet.

WEAPON MATERIAL EFFECTS

S.Magala Shard
Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

S.Magala Cortex
Quick Load. You can reload as a free action while you are attuned to this weapon.

S.Magala Purifier
Your weapon deals an extra 1d8 radiant damage.

S.Magala Lightwing *(Spellcaster Only)*
This weapon has 3 runes that it regains daily at dawn. When you hit a creature, you can expend 1 rune to cast the *faerie fire* spell using your save DC centered on the target. If you are in the area, you automatically succeed on the save.

S.Magala Hardhorn
Your weapon deals an extra 1d10 radiant damage.

S.Magala Prismwing
Latent Power +2. When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

Pure Scale
Trump Card. You have advantage on attack rolls vs creatures that are grappled.

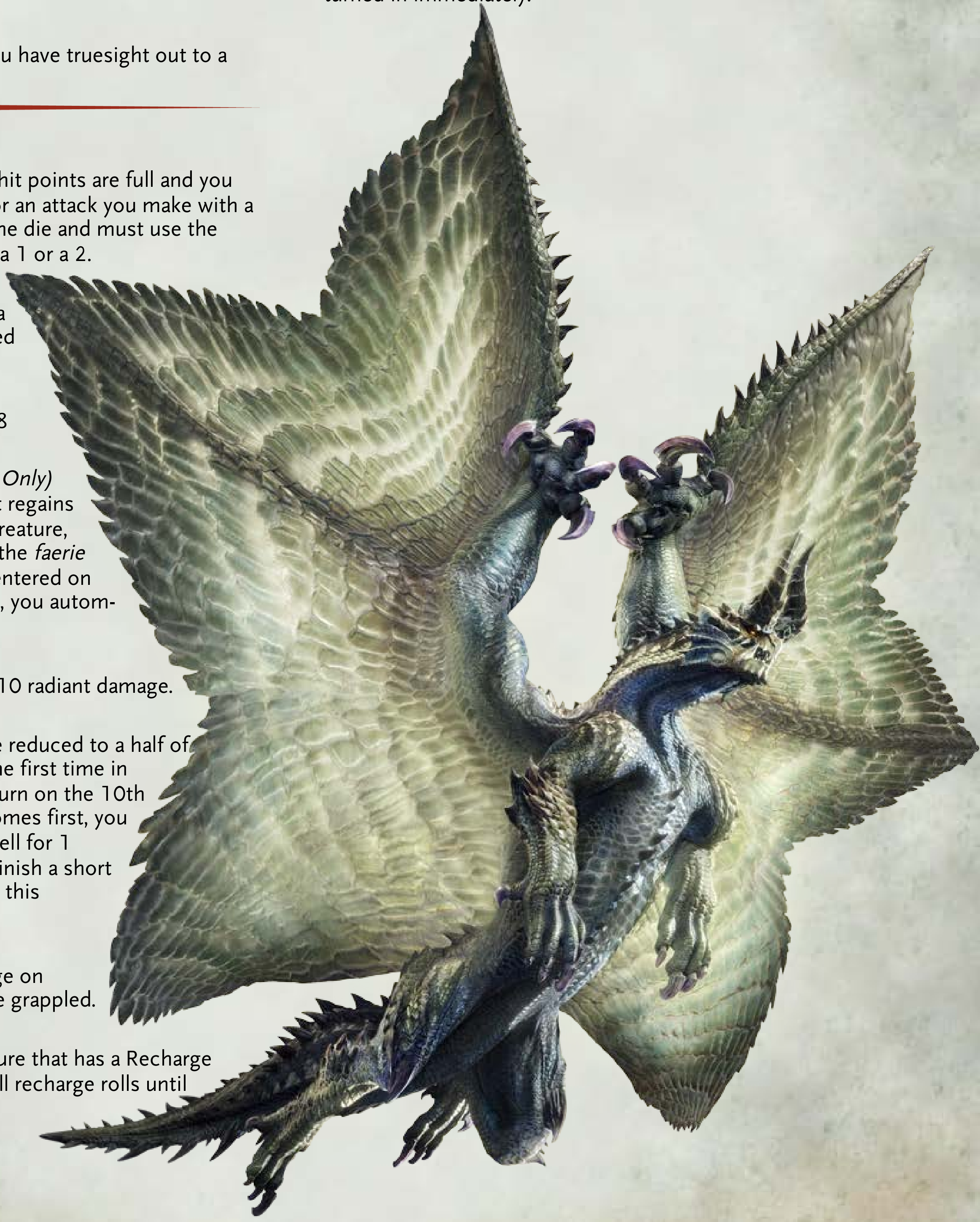
S.Magala Phosgem
Elderseal. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn.

S.Magala Mantle
This weapon has 2 runes that recharge daily at dawn. You can expend a rune to cause three 60-foot tall spore geysers, that are 5 feet wide, to erupt from the ground. These geysers must appear within a 60 foot radius around you. A creature within a geysers area, must make a DC 17 Constitution saving throw, or take 6d8 necrotic damage on a failed save, or half as much damage on a successful one.

OTHER MATERIAL EFFECTS

Pure Frenzy Crystal
A crystal so pure it hardly belongs in this world. Sows destructive impulses.

Vile Frenzy Crystal
A sanity-robbing crystal. The Guild demands these be turned in immediately.



Tempered Shagaru Magala

Huge monstrosity (elder), chaotic evil

Armor Class 25 (natural armor)
Hit Points 580 (40d12 + 320)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	27 (+8)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Str +18, Con +14, Wis +12, Cha +14
Skills Perception +12
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frenzy virus, frightened, prone, stunned
Senses truesight 120 ft., passive Perception 22
Languages —
Challenge 30 (155,000 XP, or 310,000 XP as a mythic encounter) **Proficiency** +9

Ultra Frenzied State (Recharges after a Short or Long Rest). If the magala would be reduced to 0 hit points, its current hit point total instead resets to 348 (24d12 + 192) hit points, it recharges its Breath Weapon, it regains any expended uses of Legendary Resistance, and flies 60 feet straight up into the air without provoking opportunity attacks.

Frenzy. When a creature gains its third frenzy charge, it must succeed on a DC 25 Constitution saving throw or be diseased with the frenzy virus until dispelled by a *greater restoration* or *wish* spell. On a successful save, its frenzy charges reset to zero.

Frenzy Geysers (Ultra Frenzied State Only). At the start of each of the magala's turns, choose three creatures within 300-feet of it. Each creature must succeed on a DC 25 Dexterity saving throw or take 42 (12d6) necrotic damage and gain one frenzy charge on a failed save, or half as much damage and doesn't gain a charge on a successful one.

Legendary Resistance (3/Day). If the magala fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The magala makes four Winged Arm attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 36 (6d8 + 9) piercing damage and the target gains 1 frenzy charge.

Body Slam. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 42 (6d10 + 9) bludgeoning damage. If the magala moved at least 10 feet straight toward the target immediately before the hit, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Winged Arm. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 23 (4d6 + 9) bludgeoning. If the target is Huge or smaller, it is grappled (escape DC 19). If the magala's Ultra Frenzied State has activated in the last hour, it also creates explosions of the frenzy virus (on a hit or miss) in a 20-foot long line that is 5-feet wide originating in the target's space. Each creature in that line must make a DC 25 Dexterity saving throw, taking 21 (6d6) necrotic damage and gain one frenzy charge on a failed save, or half as much damage and doesn't gain a charge on a successful one.

Frenzy Burst. The magala's fires an orb of concentrated frenzy virus at a space within 320 feet of it. Each creature in a 25-foot line that is 5 feet wide centered on the space and perpendicular to the magala must make a DC 25 Dexterity saving throw, taking 42 (12d6) necrotic damage and gain one frenzy charge on a failed save, or half as much damage and doesn't gain a charge on a successful one.

Breath Weapon (Recharge 5-6). The magala uses one of the following breath weapons that is available to it:

Cone (Ultra Frenzied State Only). The magala fires a frenzied beam across a 45-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 110 (17d12) necrotic damage on a failed save, or half as much damage on a successful one.

Line. The magala fires a frenzied beam in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 84 (13d12) necrotic damage on a failed save, or half as much damage on a successful one.

Projectile. The magala fires orbs of concentrated frenzy virus at up to three creatures in a 120-foot cone, forming a line 5 feet wide that extends out from the magala to a target. Each creature in a line must make a DC 25 Dexterity saving throw, taking 39 (6d12) necrotic damage and gain two frenzy charges on a failed save. On a successful save, a target takes half as much damage, and does not gain a frenzy charge.

Legendary Actions

The magala can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The magala regains spent legendary actions at the start of its turn.

Attack. The magala makes one Bite attack.

Fling. One Large or smaller object held, or creature grappled by the magala is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 26 Dexterity saving throw or take the same damage and be knocked prone.

Aerial Charge (Costs 2 Actions). While flying, the magala flies up to half its speed. During this move it can move through a creature's space without provoking opportunity attacks. Each creature the magala moves through must succeed on a DC 26 Dexterity saving throw or take 42 (6d10 + 9) bludgeoning damage and be knocked prone.

Ground Slam (Costs 2 Actions). The magala rises up and slams its winged arms down on the ground beneath it. Each creature in a 15-foot square originating from the magala must make a DC 26 Dexterity saving throw, taking 23 (4d6 + 9) bludgeoning damage and be pushed up to 10 feet away and knocked prone on a failed save, or half as much damage, isn't pushed away, or knocked prone on a successful one.

Tempered Shagaru Magala

Challenge Rating 30 **Carves** 4 (or 8 as a mythic encounter)

Carve Chance	Material	Slots
1	Vile Frenzy Crystal	(O)
2	Pure Frenzy Crystal	(O)
3-4	S.Magala Shard	(A,W)
5-6	S.Magala Cortex	(A,W)
7-9	S.Magala Purifier	(A,W)
10-13	S.Magala Lightwing	(A,W)
14-16	S.Magala Lash	(A,W)
17-19	S.Magala Hardhorn	(A,W)
20	S.Magala Mantle	(A,W)

ARMOR MATERIAL EFFECTS

S.Magala Shard
You can't be charmed or frightened while attuned to this armor.

S.Magala Cortex
Resuscitate+. You have advantage on Dexterity and Constitution saving throws if you are suffering from a condition.

S.Magala Purifier
While you are wearing this armor, you cannot be knocked prone. In addition, when your AC would increase from the effect of a reaction, it lasts until the end of your next turn. If the reaction would normally last until the end of your next turn, it instead lasts for one additional round.

S.Magala Lightwing
While wearing this armor, you can use an action to speak its command word to grow wings that look like the Shagaru Magala's. You gain a flying speed of 80 feet for 24 hours or until you end the effect as an action. Once used, this property can't be used for three days.

S.Magala Lash
You are immune to cold damage and have resistance to lightning damage while you wear this armor.

S.Magala Hardhorn
Stellar Hunter. You have advantage on Dexterity (Stealth), Intelligence (Investigation), Strength (Athletics), Wisdom (Insight), and Wisdom (Survival) checks.

S.Magala Mantle
While attuned to this armor, you have truesight out to a range of 60 feet.

WEAPON MATERIAL EFFECTS

S.Magala Shard
Razor Sharp. Once per turn, when you hit a creature with this weapon, anytime it would regain hit points before the end of its next turn, it regains half as many. Additionally, if the creature is afflicted with a wound, such as the odogaron's bloody wound, it can only be closed by magical healing for 1 minute.

S.Magala Cortex
Ammo Saver+. When you make a ranged weapon attack and roll a 15 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).

S.Magala Purifier
Critical Element. When you critically hit with a weapon or spell that deals cold, fire, lightning, necrotic, or thunder damage, you deal an extra 1d10 damage of that type.

S.Magala Lightwing
Coalescence. Whenever you succeed on a saving throw to end a condition, you gain a +1 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d4 cold, fire, or lightning damage (your choice) until the end of your next turn.

S.Magala Lash *(Bow Only)*
Bow Charge Plus++. While attuned to this weapon, you can use your dragonpiercer three additional times between rests and it recharges after a Short or Long rest.

S.Magala Hardhorn
Your weapon deals an extra 2d6 radiant damage.

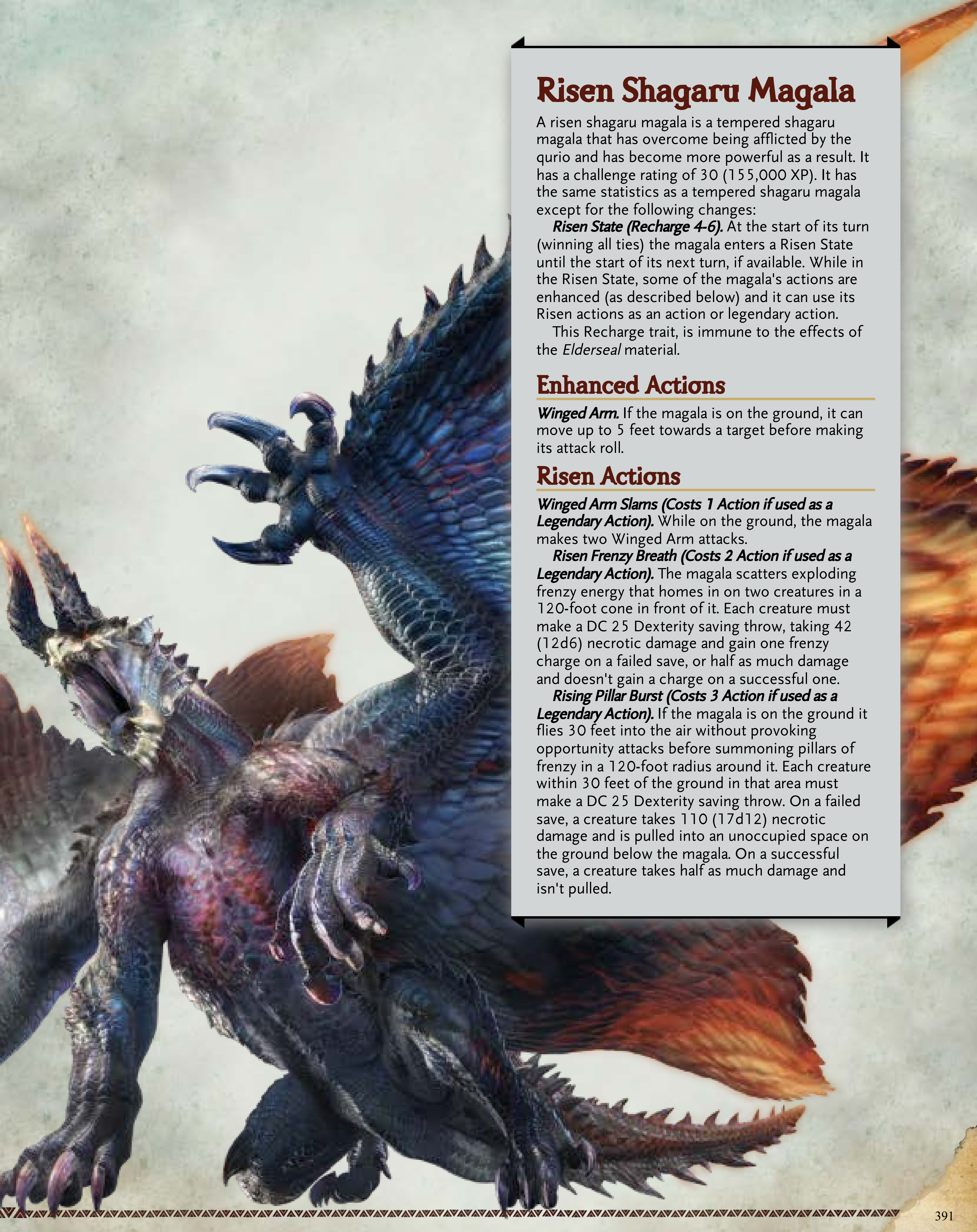
S.Magala Mantle
Bloodlust. While you are attuned to this weapon and fall below half of your maximum hit points you are infected with the frenzy virus (even if you are normally immune to disease for 1 minute. Once you use this property, you can't use it again until you finish a long rest.

In addition whenever you are infected with the frenzy virus, you ignore the negative effects of the frenzy virus *(Impaired Healing, Suppressed Immunities, Vulnerability)*, but you lose 1d6 hit points at the end of each of your turns, if you did not attack a creature since the end of your last turn.

OTHER MATERIAL EFFECTS

Pure Frenzy Crystal
A crystal so pure it hardly belongs in this world. Sows destructive impulses.

Vile Frenzy Crystal
A sanity-robbing crystal. The Guild demands these be turned in immediately.



Risen Shagaru Magala

A risen shagaru magala is a tempered shagaru magala that has overcome being afflicted by the qurio and has become more powerful as a result. It has a challenge rating of 30 (155,000 XP). It has the same statistics as a tempered shagaru magala except for the following changes:

Risen State (Recharge 4-6). At the start of its turn (winning all ties) the magala enters a Risen State until the start of its next turn, if available. While in the Risen State, some of the magala's actions are enhanced (as described below) and it can use its Risen actions as an action or legendary action.

This Recharge trait, is immune to the effects of the *Elderseal* material.

Enhanced Actions

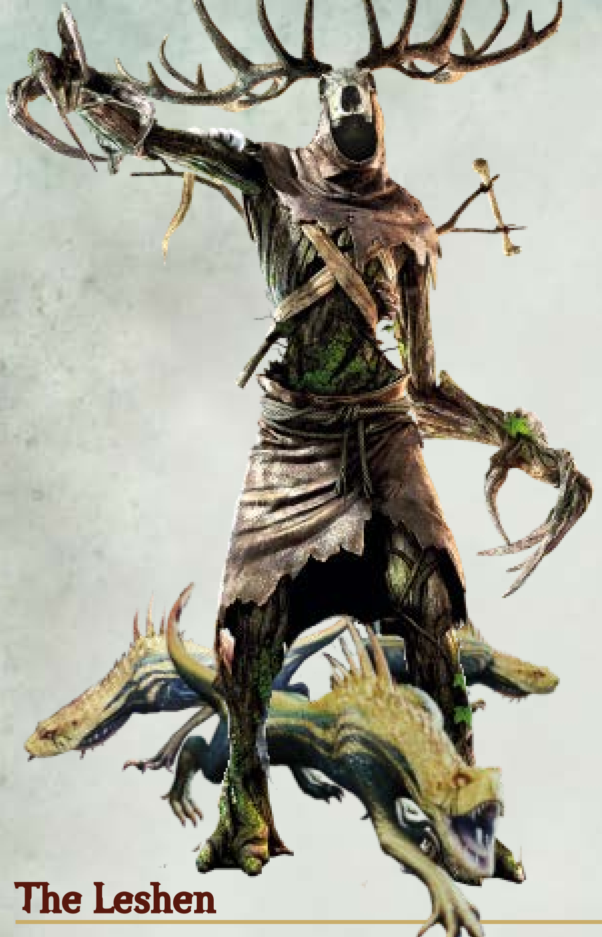
Winged Arm. If the magala is on the ground, it can move up to 5 feet towards a target before making its attack roll.

Risen Actions

Winged Arm Slams (Costs 1 Action if used as a Legendary Action). While on the ground, the magala makes two Winged Arm attacks.

Risen Frenzy Breath (Costs 2 Action if used as a Legendary Action). The magala scatters exploding frenzy energy that homes in on two creatures in a 120-foot cone in front of it. Each creature must make a DC 25 Dexterity saving throw, taking 42 (12d6) necrotic damage and gain one frenzy charge on a failed save, or half as much damage and doesn't gain a charge on a successful one.

Rising Pillar Burst (Costs 3 Action if used as a Legendary Action). If the magala is on the ground it flies 30 feet into the air without provoking opportunity attacks before summoning pillars of frenzy in a 120-foot radius around it. Each creature within 30 feet of the ground in that area must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 110 (17d12) necrotic damage and is pulled into an unoccupied space on the ground below the magala. On a successful save, a creature takes half as much damage and isn't pulled.



The Leshen

Leshen's body structure or biology is completely alien to the known world. The creature stands upright on two limbs that support an eerily humanoid body made of what appears to be wood, which it covers with ragged clothing; branches grow out of its shoulders, which may have the remains of its most recent victims hanging upon them. The Leshen's head is an animal's skull, topped by a pair of antlers unlike anything seen in the Old or New World. The Leshen seemingly lacks any functioning eyes, mouth or any features expected from the head of a living monster. Indeed, in its own world it is thought to be a nature spirit rather than any kind of living creature.

The only features of Leshens that would make sense are its long pair of arms, which end in razor-sharp claws. While Leshens aren't nearly as fast or ferocious in close-quarter combat as many creatures of the known world, the Leshen's cunning mind and magic allows it to make effective use of its claws, often pulling deceptively slow maneuvers or using its teleportation to cut down unwary opponents from behind.

Geralt of Rivia, the Witcher who came from the same world as the Leshen noted that the creature has made itself more powerful than its average brethren in their home world by absorbing the rich nutrients of the New World.

Leshens are very territorial and will attack anything that they can not (or do not wish to) influence with their magic. It is said that they are closely attuned to the forests in which they live, and will slay anyone who fails to treat the forests with respect. For this reason, legends in its homeworld claim that Leshens despise humans for destroying woodlands as they expand their settlements.

Leshens can summon and control strangling roots from the ground and take control of the minds of lesser creatures. So far, Jagras, Gajalaka and Revolture are the only creatures that have proven vulnerable to a Leshen's mind control. They have also been observed to teleport, dissolving into a cloud of smoke which reforms elsewhere.

Leshen

Huge monstrosity (unknown), unaligned

Armor Class 17 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +8, Cha +5
Skills Animal handling +6, Nature +6, Perception +6
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, stunned, unconscious
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 12 (8,400 XP) **Proficiency** +4

Aura of Crows. At the start of each of the leshen's turns, each creature within 5 feet of it takes 3 (1d6) piercing damage. A creature that touches the leshen or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

Crows. The leshen has an infinite number of crows (using the *Raven* stat block). Should any die, the leshen conjures more at the start of its turn.

Fire Susceptibility. If the leshen takes fire damage, it suffers several effects until the end of its next turn: it cannot teleport, it can't use its Multiattack, and it only regains 2 legendary actions at the start of its turn.

Magic Weapons. The leshen's weapon attacks are magical and its ranged weapon attacks ignore cover.

Actions

Multiattack. The leshen uses Root Strike and then makes two Claw attacks. It can replace one of its Claw attacks with a Murder of Crows attack.

Claws. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Murder of Crows. *Ranged Weapon Attack.* +8 to hit, reach 60/240 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the creature is grappled or restrained, the crows continue to circle the target.

While they circle, the creature takes 3 (1d6) piercing damage at the start of each of its turns. The crows stop circling once the creature is no longer grappled or restrained.

Entangling Roots. The leshen chooses a creature on the ground that it can see within 120 feet of it. That creature must succeed on a DC 16 Dexterity saving throw or be restrained by entangling roots. A creature restrained by the roots can use its action to make a DC 18 Strength check, freeing itself on a success.

Root Strike. The leshen targets a creature that it can see within 90 feet of it. That creature must make a DC 16 Dexterity or Strength saving throw, taking 14 (4d6) piercing damage, be pushed 10 feet away and knocked prone on a failed save, or half as much damage, isn't knocked prone, but still pushed 10 feet away.

Gnarled Growth (Recharge 5-6). The leshen releases a pulse of energy through the ground causing gnarled roots to explode outward in a 20-foot radius around it. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one.

Reactions

Conjure Roots (Recharge 6). At the end of a hostile creature's turn the leshen creates a wall of roots from the ground around it. The wall forms in a circle that has a 15-foot diameter and is up to 20 feet high and 5 feet thick. The wall provides three-quarters cover.

When the wall appears, each creature within its area is pushed 5 feet away from the leshen. A creature cannot pass through the wall, but each 5 foot section of the wall can be attacked and destroyed. (AC 10; hp 30; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Legendary Actions

The leshen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The leshen regains spent legendary actions at the start of its turn.

Attack. The leshen makes a Claw or Murder of Crows attack.

Teleport. The leshen body, along with any equipment it is wearing or carrying, scatters into a few dozen crows and then reforms up to 60 feet to an unoccupied space it can see.

Imprison (Costs 2 Actions). The leshen uses Entangling Roots.

Summon Jagras (Costs 3 Actions). The leshen magically calls 3 (1d6) jagras to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the leshen and obeying its commands.

Leshen

Challenge Rating 12 **Carves** 3

Carve Chance	Material	Slots
1-5	Leshen Claw	(A,W)
6-10	Cursed Bone	(A,W)
11-13	Leshen Resin	(A,W)
14-18	Leshen Skull	(A,W)
19-20	Leshen Antlers	(A,W)

ARMOR MATERIAL EFFECTS

Leshen Claw

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Cursed Bone

Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Leshen Resin

Health Boost. While wearing this armor, your hit point maximum increases by 1 for each character level you have.

Leshen Skull

While wearing this armor, you can cast the *misty step* spell from it as a bonus action. You can use this property twice, regaining all expended uses daily at dawn. The mist takes the form of a murder of crows.

Leshen Antlers

Super Recovery. Whenever you would gain temporary hit points, you can instead increase your hit point maximum and current hit points by that amount for 24 hours. You can only increase your maximum hit points by 20 with this effect, any additional temporary hit points gained beyond that are lost. Once used, this property can't be used again for 24 hours.

WEAPON MATERIAL EFFECTS

Leshen Claw

Your weapon deals an extra 1d6 psychic damage.

Cursed Bone

Weakness Exploit. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target *(all extra damage dice must still be rolled).* You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a long rest.

Leshen Resin

While holding this weapon, you can use an action to summon a shamos to your aid for 1 hour. it will act on your turn in the initiative and will flee if you or your allies attempt to harm it. One you use this property, you cannot use it again for 3 days.

Leshen Skull

Critical Eye. Your weapon attacks critical hit range is increased by 1.

Leshen Antlers

This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *burning hands* spell (save DC 14) from it. For 1 rune, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

This weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last runes, roll a d20. On a 1. The weapon can't regain any runes for 1 week.

Ancient Leshen

Huge monstrosity (unknown), unaligned

Armor Class 20 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	19 (+4)	16 (+3)	12 (+1)

Saving Throws Str +12, Con +12, Wis +10, Cha +8
Skills Animal handling +10, Insight +10, Nature +10, Perception +10
Damage Resistances bludgeoning, cold
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, stunned, unconscious
Senses darkvision 60 ft., passive Perception 20
Languages —
Challenge 21 (33,000 XP) **Proficiency** +7

Aura of Crows. At the start of each of the leshen's turns, each creature within 10 feet of it takes 7 (2d6) piercing damage. A creature that touches the leshen or hits it with a melee attack while within 10 feet of it takes 7 (2d6) piercing damage.

Crows. The leshen has an infinite number of crows (using the *Raven* stat block). Should any die, the leshen conjures more at the start of its turn.

Legendary Resistance (3/Day). If the leshen fails a saving throw, it can choose to succeed instead.

Magic Resistance. The leshen has advantage on saving throws against spells and other magical effects.

Magic Weapons. The leshen's weapon attacks are magical and its ranged weapon attacks ignore cover.

Actions

Multiattack. The leshen uses Root Strike and then makes two Claw attacks. It can replace one of its Claw attacks with a Murder of Crows attack.

Claws. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 20 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to a bloody wound. Each time the leshen hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Murder of Crows. *Ranged Weapon Attack.* +12 to hit, reach 60/240 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the creature is grappled or restrained, the crows continue to circle the target.

While they circle, the creature takes 7 (2d6) piercing damage at the start of its turn. The crows stop circling once the creature is no longer grappled or restrained.

Entangling Roots. The leshen chooses a creature on the ground that it can see within 120 feet of it. That creature must succeed on a DC 20 Dexterity saving throw or be restrained by entangling roots. A creature restrained by the roots can use its action to make a DC 20 Strength check, freeing itself on a success.

Root Strike. The leshen targets two creatures that it can see within 90 feet of it. Each creature must make a DC 20 Dexterity or Strength saving throw, taking 14 (4d6) piercing damage, be pushed 10 feet away and knocked prone on a failed save, or half as much damage, isn't knocked prone, but still pushed 10 feet away.

Gnarled Growth (Recharge 5-6). The leshen releases a pulse of energy through the ground causing gnarled roots to explode outward in a 20-foot radius around it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (18d6) piercing damage on a failed saving throw, or half as much damage on a successful saving throw.

Scatter (3/day). The leshen's body scatters into hundreds of crows in all directions. The leshen then makes a Murder of Crows attack against each creature within 80 feet of it. The leshen then reappears in an unoccupied location within 60 feet of its original location.

Reactions

Conjure Roots (Recharge 6). At the end of a hostile creature's turn the leshen creates a wall of roots from the ground around it. The wall forms in a circle that has a 15-foot diameter and is up to 20 feet high and 5 feet thick. The wall provides three-quarters cover.

When the wall appears, each creature within its area is pushed 5 feet away from the leshen. A creature cannot pass through the wall, but each 5 foot section of the wall can be attacked and destroyed. (AC 15; hp 40; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Legendary Actions

The leshen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The leshen regains spent legendary actions at the start of its turn.

Attack. The leshen makes a Claw or Murder of Crows attack.

Teleport. The leshen's body, along with any equipment it is wearing or carrying, scatters into a few dozen crows and then reforms up to 60 feet to an unoccupied space it can see.

Imprison (Costs 2 Actions). The leshen uses Entangling Roots.

Summon Shamos (Costs 3 Actions). The leshen magically calls 3 (1d6) shamos to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the leshen and obeying its commands.

Ancient Leshen

Challenge Rating 21 **Carves** 3

Carve Chance	Material	Slots
1-5	Ancient Leshen Claw	(A,W)
6-10	Ancient Cursed Bone	(A,W)
11-13	Ancient Leshen Resin	(A,W)
14-18	Ancient Leshen Skull	(A,W)
19-20	Ancient Leshen Antlers	(A,W)

ARMOR MATERIAL EFFECTS

Ancient Leshen Claw
Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Ancient Cursed Bone
Recovery Speed+. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores. Additionally, you regain all expended hit die when you finish a long rest.

Ancient Leshen Resin
Health Boost+. While wearing this armor, your hit point maximum increases by 2 for each character level you have.

Ancient Leshen Skull
This armor has 3 runes, which it regains daily at dawn. You can expend a rune to cast the *misty step* spell as a bonus action or the *entangle* spell as an action.

Ancient Leshen Antlers
Super Recovery+. While wearing this armor, you regain 1d6 hit points every 10 minutes provided that you have at least 1 hit point. Also, whenever you would gain temporary hit points, you can instead increase your hit point maximum and current hit points by that amount for 24 hours. You can only increase your maximum hit points by 20 with this effect, any additional temporary hit points gained beyond that are lost. Once used, this property can't be used again for 24 hours.

WEAPON MATERIAL EFFECTS

Ancient Leshen Claw
Your weapon deals an extra 1d8 psychic damage.

Ancient Cursed Bone *(Spellcaster Only)*
While you are attuned to this weapon, you can use a bonus action to summon a murder of crows to your aid for 1 minute. As part of the same bonus action, you can make a range spell attack against a creature within 80 feet of you. On a hit, the target takes piercing damage equal to 1d6 + your spellcasting ability modifier.

As a bonus action on your turn, you repeat the attack against a creature within 60 feet of you.

Once used, this property can't be used again until the next dawn.

Ancient Leshen Resin
While holding this weapon, you can use an action to summon 1d4 shamos to your aid for 1 hour. They will act on your turn in the initiative and will flee if you or your allies attempt to harm either of them. One you use this property, you cannot use it again for 3 days.

Ancient Leshen Skull
Critical Eye+. Your weapon attacks critical hit range is increased by 2.

Ancient Leshen Antlers *(Sorcerer and Wizard Only)*
Bombardier. The weapon has 10 runes, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *scorching ray* (2 runes), *melf's minute meteors* (3 runes), or *wall of fire* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Qurio

The qurio is a parasitic creature that appears about the size of a small bird. It has a short tubular red body, with wings and a tail similar to a ryukin goldfish's tail. It has a round, sucking, radial mouth filled with rows of teeth around the interior, similar to that of a lamprey. There appear to be no eyes.

Qurio

Tiny monstrosity, unaligned

Armor Class 12
Hit Points 10 (4d4)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	2 (-4)	12 (+1)	10 (+0)

Skills Perception +3
Senses darkvision 60 Ft. passive Perception 13
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Blood Sac. The qurio can store up to a maximum of 10 hit points in its blood sac. This maximum is reduced by 1 for every 1 hit point the qurio loses. The reduction lasts until the qurio finishes a short or long rest.

Tiny Critter. The qurio can occupy another creature's space and vice versa, and the qurio can move through any opening large enough for a Small moth.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the qurio's space. *Hit:* 2 (1d4) necrotic damage, or 1 necrotic damage if the qurio has half of its hit points or fewer. If the target is a creature it must succeed on a DC 10 Constitution saving throw or be afflicted with bloodblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the qurio stores hit points equal to that amount in its blood sac. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Bonus Actions

Attach. The qurio attaches itself to a willing creature or when it hits a creature with a bite attack (escape DC 10). While attached, the qurio does one of the following at the start of each of its turns:

- It deals 2 (1d4) necrotic damage to the creature it is attached to and stores an amount of hit points equal to the necrotic damage done in its blood sac.
- It expends up to 5 hit points in its blood sac and restores the same number of hit points to the creature it is attached to.

Qurio Swarm

Medium swarm of tiny monstrosities, unaligned

Armor Class 12
Hit Points 31 (7d8)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +5
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 Ft. passive Perception 15
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Blood Sac. The swarm can store up to a maximum of 64 hit points in its blood sac. This maximum is reduced by 2 for every 1 hit point the swarm loses. The reduction lasts until the swarm finishes a short or long rest.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small moth. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes two Bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) necrotic damage, or 5 (2d4) necrotic damage if the swarm has half of its hit points or fewer. If the target is a creature it must succeed on a DC 10 Constitution saving throw or be afflicted with bloodblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the swarm stores hit points equal to that amount in its blood sac. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Bonus Actions

Attach. The swarm attaches itself to a willing creature or when it hits a creature with a bite attack (escape DC 10). While attached, the swarm does one of the following at the start of each of its turns:

- It deals 5 (2d4) necrotic damage to the creature it is attached to and stores an amount of hit points equal to the necrotic damage done in its blood sac.
- It expends up to 10 hit points in its blood sac and restores the same number of hit points to the creature it is attached to.

Herbivore

Herbivores are minor creatures that eat vegetation. While there are herbivorous creatures in other classes, such as Diablos and Duramboros, monsters in the Herbivore class are usually docile, reside at the bottom of the food chain, and therefore pose little threat to an adventurer.

Apceros

Apceros are herbivorous reptiles that frequent desert and volcanic areas. They have a body structure similar to Aptonoth, their evolutionary cousins. They have many characteristics of tortoises, such as head shape and protective shell. Their tails have a developed mace-like structure on the end that is covered with sharp spikes.

Apceros are territorial monsters and will attack any intruder on sight. They will not give up fighting until the enemy has fallen or they are dead. Curiously, they work in small herds to take out any threats. They appear not to care if a large monster is in the area.

Apceros

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9
Languages —
Challenge 1/4 (25 XP) **Proficiency** +2

Actions

Headbutt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Apceros

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-15	Raw Meat	(O)
16-20	Sm Monster Bone	(O)

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

Sm Monster Bone
Uncommon weapon upgrade material.

Aptonoth

Aptonoth are cow-like creatures with leathery gray skin. They have black stripes along their backs and a head reminiscent of a Hadrosaur. They have a large, two-pronged crest protruding from their heads and a flat, spiked tail.

These docile creatures are hunted for their meat by humans and other monsters. They always travel in groups. When one Aptonoth is threatened, others will run away for safety, but sometimes the alpha male of the Aptonoth will attempt to fight back before fleeing himself. Aptonoth are known to flee across rivers when being attacked by smaller creatures such as velociprey.

Aptonoth

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	1 (-5)	8 (-1)	5 (-3)

Senses passive Perception 8
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Actions

Headbutt. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Aptonoth

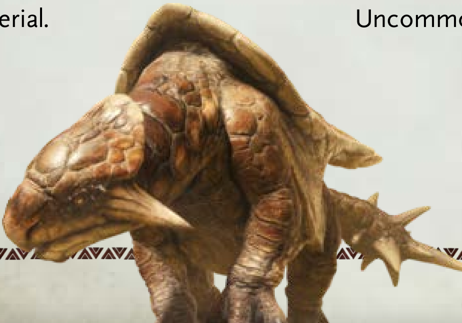
Challenge Rating 1/8 **Carves** 1

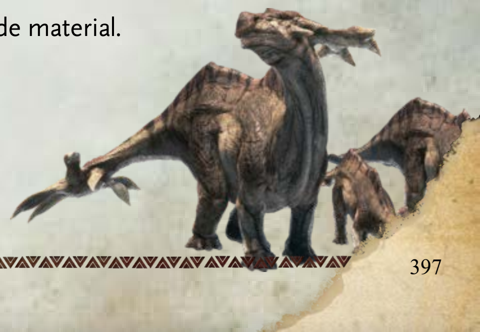
Carve Chance	Material	Slots
1-15	Raw Meat	(O)
16-20	Sm Monster Bone	(O)

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

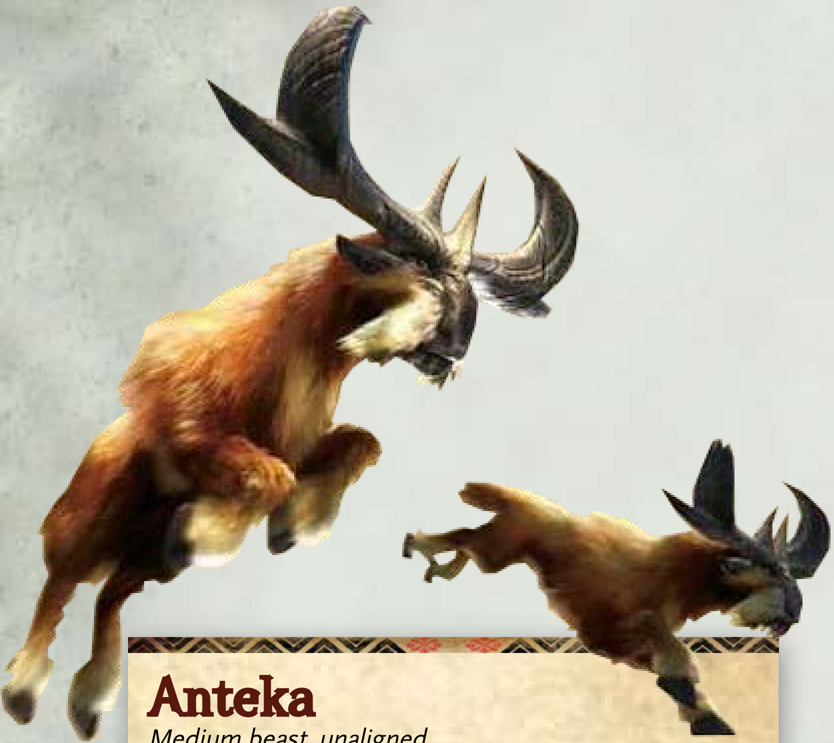
Sm Monster Bone
Uncommon weapon upgrade material.





Anteka

Anteka are greatly adapted for life in the cold. They have long legs with thick, cloven hooves, excellent for bursts of speed as well as keeping the creature from sinking in the snow. Anteka also have thick, wooly fur that shields it from the frigid mountain air. Anteka are known for their large horns. They are present in both genders.



Anteka

Medium beast, unaligned

Armor Class 11
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Damage Immunities cold
Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Ice Walk. The anteka can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the anteka moves at least 20 feet straight toward a target immediately before the hit, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Anteka

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-4	Raw Meat	(O)
5-6	White Liver	(O)
7-11	Anteka Pelt	(A)
12-20	Anteka Antler	(A)

ARMOR MATERIAL EFFECTS

Anteka Pelt
You reduce cold damage you take by 2 while you wear this armor.

Anteka Antler
Botanist. When you successfully gather a plant resource, you instead gather 2.

OTHER MATERIAL EFFECTS

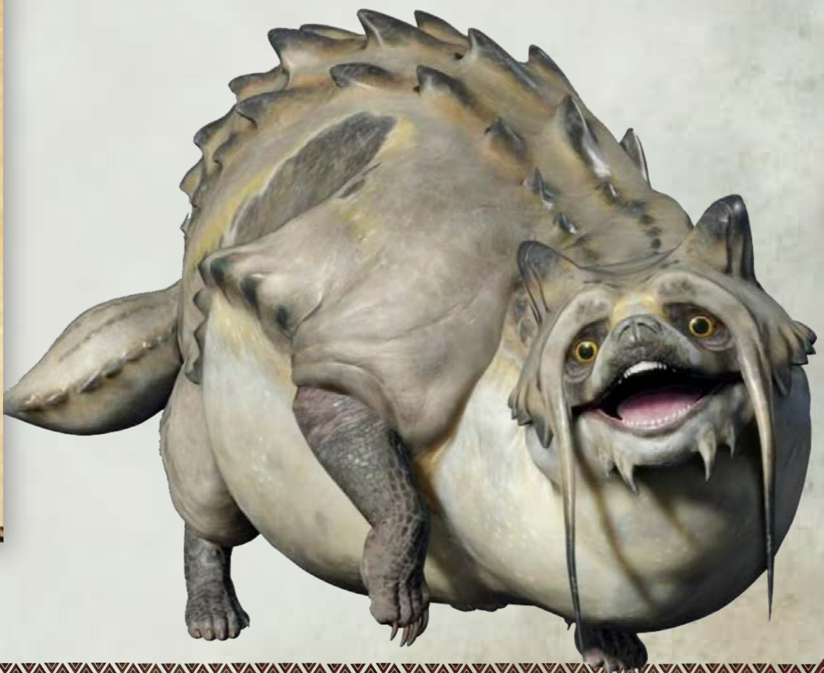
Raw Meat
Provides 2 days rations when cooked.

White Liver
A white-colored liver, popular for its juicy texture. Sells for 100 gp.

Bombadgy

An omnivorous small monster with a distinct round shape. Its whole body courses with flammable gas, which it expels in defense when threatened. Once expelled, this gas has explosive properties. This trait has led to Bombadgy being used in combat by many crafty hunters throughout history.

Bombadgy has an appearance of a very fat badger or raccoon or tanuki with gray flabby skins and long tendril-like eyebrows. Along its back are three rows of small spikes, with another row on each side of its body. Its legs are scaled and end in five digits with long claws.



Bombadgy

Small beast (fanged), unaligned

Armor Class 11 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	7 (-2)	14 (+2)	2 (-4)	6 (-2)	7 (-2)

Senses passive Perception 9
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Reaction

Explode (Recharge 5-6). When the bombadgy takes damage by an attack or other effect, it can cause the flammable gas in its body to explode. Each creature in a 5-foot radius of the bombadgy's original location must succeed on a DC 12 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save or half as much damage on a successful one. Then the bombadgy is thrown 15-feet in a random direction. If the bombadgy is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take 4 (1d8) bludgeoning damage.

Bombadgy

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-20	Bombadgy Igniter	(O)

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

Bombadgy Igniter
A material that when combined with a vial creates Alchemist's Fire *(PHB p.148)* (DC 10 Alchemist Tools).

Epioth

The Epioth is described as a marine version of the land dwelling Aptonoth, as both are very low in the food chain. They feed mainly on weeds, water grasses, and algae. They have specialized hides used for their aquatic home, making them perfectly adapted to an aquatic environment. Epioth have finned feet and a fin on their tail, which allows them to swim through water gracefully. When frightened, Epioth can swim at breakneck speeds. Unlike the Aptonoth, Epioth live in small groups rather than large herds. The reason for this is that the water, whether in the sea or jungle river, has abundant hiding places. They are relatively docile when an adventurer is around, but they will defend themselves when an adventurer attacks. Occasionally, Epioth are known to sunbath on land.

Epioth

Large beast, unaligned

Armor Class 11
Hit Points 5 (1d10)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Amphibious. The epioth can breathe air and water.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the epioth moves at least 20 feet straight toward a target immediately before the hit, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Epioth

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-3	Raw Meat	(O)
4-10	Monster Guts	(O)
11-16	Sm Monster Bone	(O)
17-20	Hydro Hide	(A,W)

ARMOR MATERIAL EFFECTS

Hydro Hide
While wearing this armor, you have a swimming speed equal to your walking speed.

WEAPON MATERIAL EFFECTS

Hydro Hide
Expert Fisherman. When you catch fish, you instead catch two.

OTHER MATERIAL EFFECTS

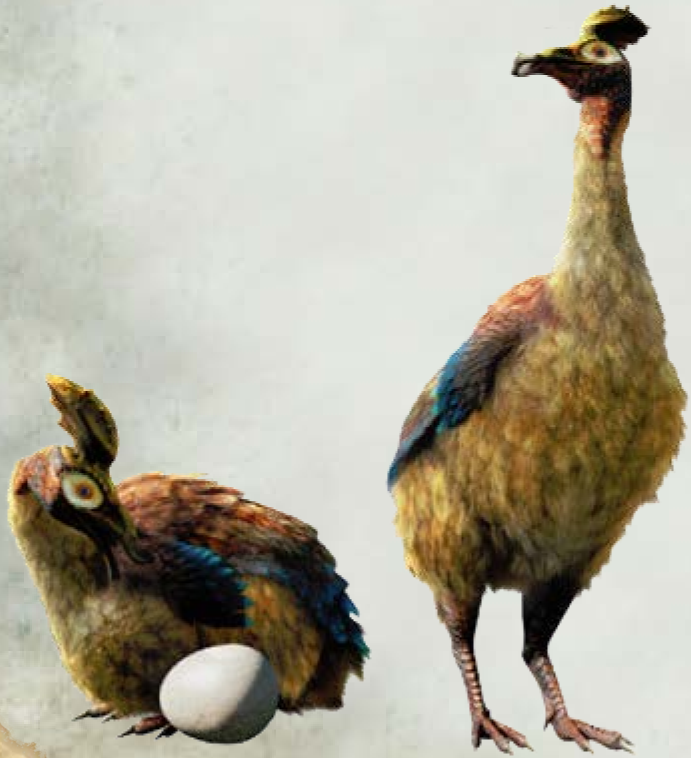
Raw Meat
Provides 2 days rations when cooked.

Monster Guts
Monster innards. A prized delicacy worth 50 gp.

Sm Monster Bone
Uncommon weapon upgrade material.

Gargwa

Gargwa have very small, likely vestigial wings. Like most species of Herbivore, they're normally docile creatures, but will attack and flee when they're threatened and when they flee will usually leave an egg or guano. They coexist with the people as livestock, but they have been known to attack Adventurers from time to time.



Gargwa

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Gargwa

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-15	Gargwa Feather	(A)
16-19	Sm Monster Bone	(O)
20	Gargwa Egg	(A,O)

ARMOR MATERIAL EFFECTS

Gargwa Feather
Detect. You gain a +1 bonus to your passive Perception while you wear this armor.

Gargwa Egg
Archaeologist. When you successfully gather a bone resource, you instead gather 2.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

Sm Monster Bone
Uncommon weapon upgrade material.

Gargwa Egg
An egg laid by a Gargwa. Common in food, yet still very costly. Can be sold for 100 gp.

Gastodon

Gastodon resembles a cross between a theropod and a bison. It is covered in scales but has a large furry mane and horns reminiscent of a bison. When angered, it will glow red. They are very aggressive towards adventurers, and are willing to attack larger monsters as a herd.

Gastodon

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency** +2

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the gastodon moves at least 20 feet straight toward a target immediately before the hit, the target takes an extra 5 (2d4) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Gastodon

Challenge Rating 1 **Carves** 1

Carve Chance	Material	Slots
1-5	Raw Meat	(O)
6-13	Gastodon Carapace	(A)
14-20	Gastodon Horn	(A)

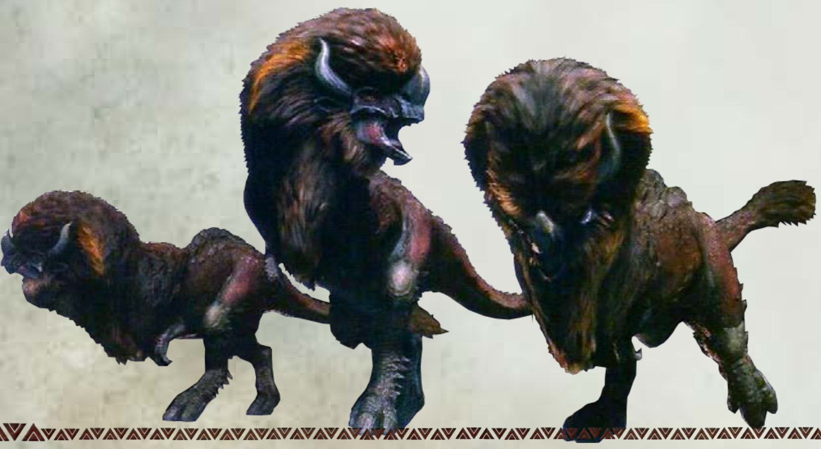
ARMOR MATERIAL EFFECTS

Gastodon Carapace
You reduce fire damage you take by 2 while you wear this armor.

Gastodon Horn
Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.



Gowngoat

Gowngoats have a body structure similar to slagtoth, with brown furry patches around their neck and extending from their back. A large patch of fur runs from their lower backs to their tail, which are incredibly long and fluffy. They have long ear-like tuffs on their ears that droop below their head and a crest on their forehead with two short horns extending from it. The center of their back and forelegs are hairless and covered in scales. They have cloven hooves.

Gowngoats are docile herbivores that live in a herd and spend most of their time grazing or sleeping. Their long fluffy tail is theorized to either allow these creatures to curl into balls to mimic the appearance of rocks to fool predators or to hide and protect their young. If they sense danger, they will flee to safety rather than fight.

Gowngoat

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 6 (1d10+1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency** +2

Fluffy Tail. A Medium or smaller creature can hide underneath the gowngoat's tail. While underneath the tail, the creature is heavily obscured, can only see the ground beneath the gowngoat unless it uses an action to peer through the tail's fur, and a Medium creature's movement speed is halved. If the gowngoat moves while a creature is underneath its tail, that creature can use its reaction to move up to its speed until the end of the turn, to remain underneath the gowngoat's tail.

Rocky Camouflage. The gowngoat has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Tail. The gowngoat creates a small blast of wind in a 15-foot cone that is capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from it. It isn't pushed with enough force to cause damage. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Gowngoat

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-2	Raw Meat	(O)
3-10	Gowngoat Thickfur	(A)
11-16	Large Herbivore Bone	(A,O)
17-20	Gowngoat Fleeceball	(A,O)

ARMOR MATERIAL EFFECTS

Gowngoat Thickfur
You reduce slashing damage you take by 2 while you wear this armor.

Large Herbivore Bone
Botanist. When you successfully gather a plant resource, you instead gather 2.

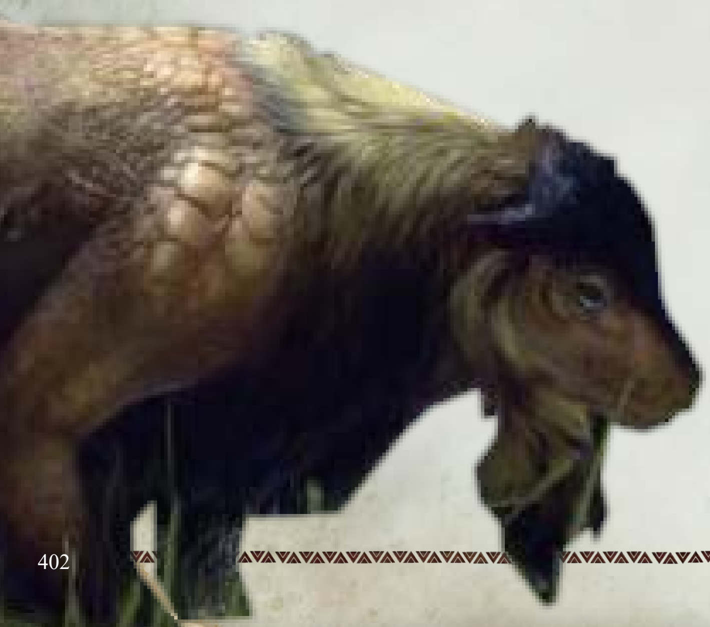
Gowngoat Fleeceball
Entomologist. When you capture an insect with a bug net, you instead catch two.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

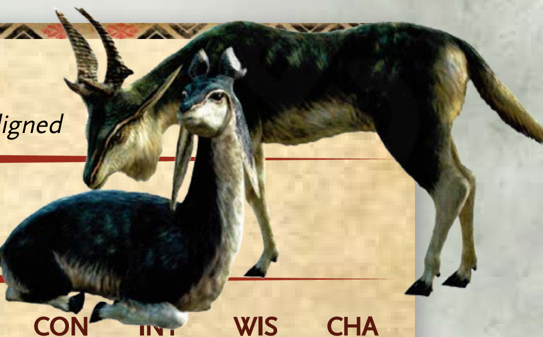
Gowngoat Fleeceball
When placed into a trinket, it transforms into a cotton sheet or a fluffy pillow. When you spend at least 6 hours sleeping with this pillow or sheet while taking a long rest, you regain a number of expended hit die equal to your proficiency bonus (in addition to the ones you normally regain) when you finish it.

Large Herbivore Bone
Uncommon armor upgrade material.



Kelbi

Kelbi are very fleet of foot. They can travel at great speeds over long distances, due in part to their light frame. Kelbi have a green/brown spotted coat that serves as camouflage in their forest homes. Kelbi's most notable feature is its horn, prized by hunters for its ability to create powerful herbal medicines and potions. Male Kelbi are larger than females and have bigger horns, as well as being more brightly colored with a greenish coat. Males will also grow a beard. Female Kelbi are smaller, possess smaller horns and have a darker, slightly blue, coat.



Kelbi

Medium beast, unaligned

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	10 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Sure-Footed. The kelbi has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Kelbi

Challenge Rating 0 **Carves** 1

Carve Chance	Material	Slots
1-4	Raw Meat	(O)
5-6	White Liver	(O)
7-11	Warm Pelt	(A)
12-20	Kelbi Horn	(O)

ARMOR MATERIAL EFFECTS

Warm Pelt
You reduce thunder damage you take by 2 while you wear this armor.

OTHER MATERIAL EFFECTS

Kelbi Horn
A crafting material that is ground up and combined with mega nutrients to create ancient potions.

Raw Meat
Provides 2 days rations when cooked.

White Liver
A white-colored liver, popular for its juicy texture. Sells for 100 gp.

Kestodon

Kestodon has an appearance similar to a Pachycephalosaurus. The male Kestodon are bright orange in color and have a large head crest, which is used for headbutting rivals. Female Kestodon are bronze in color though lack the head crest found in males. Kestodon are a calm species that will turn aggressive once attacked by a threat.

Kestodon

Medium beast, unaligned

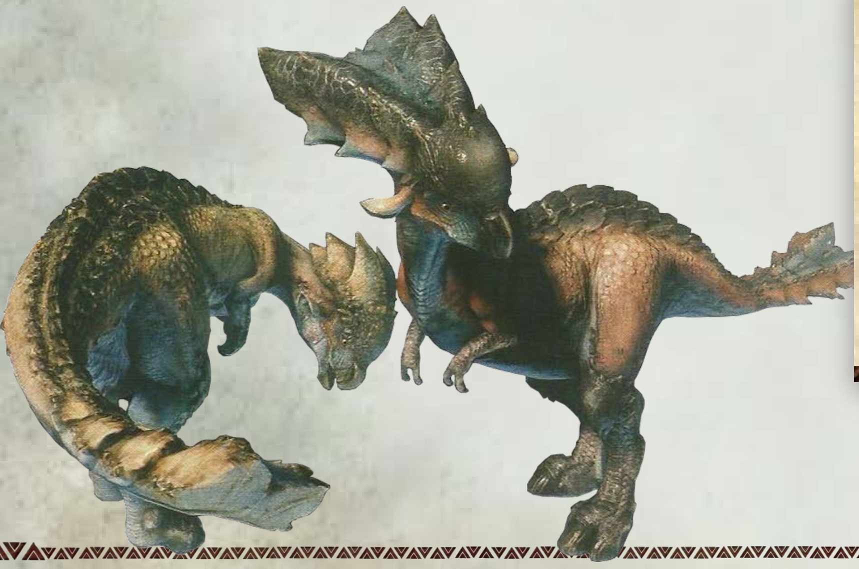
Armor Class 14
Hit Points 19 (3d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Saving throws Str +4
Senses passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Actions

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the gastodon moves at least 20 feet straight toward a target immediately before the hit, the target takes an extra 5 (2d4) damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.



Kestodon

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-5	Raw Meat	(O)
6-13	Kestodon Shell	(A)
14-20	Kestodon Scalp	(W)

ARMOR MATERIAL EFFECTS
Kestodon Shell
You reduce fire damage you take by 2 while you wear this armor.

WEAPON MATERIAL EFFECTS
Kestodon Scalp
While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

OTHER MATERIAL EFFECTS
Raw Meat
Provides 2 days rations when cooked.

Larinoth

Larinoth are quite huge monsters, compared to other herbivores and even many large monsters. It possesses a great height, which is mostly attributed to its extremely lengthy neck. The tail of a Larinoth is rounded and club-like, with spiked plating that runs along the back and up to the crest on its head. Said plating is nearly entirely green, and the Larinoth's underbelly is a cream color.

Larinoth

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 19 (3d12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Actions

Stomp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4 + 1) bludgeoning damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Larinoth

Challenge Rating 1/4 **Carves** 1

Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-20	Larinoth Hide	(A,W)

ARMOR MATERIAL EFFECTS

Larinoth Hide

Detect. You gain a +1 bonus to your passive Perception while you wear this armor.

WEAPON MATERIAL EFFECTS

Larinoth Hide

Botanist. When you successfully gather a plant resource, you instead gather 2.

OTHER MATERIAL EFFECTS

Raw Meat

Provides 2 days rations when cooked.

Mosswine

Mosswine are small, moss-covered pigs. They have a gray, spiky head plate. Mosswine are known to have a great appetite for mushrooms. Hunters and marketers commonly observe them to identify an area of Special Mushrooms. Mosswine are docile by nature, but will attack if provoked. They are mostly hunted for their mushroom-tracking abilities and their meat.

Mosswine

Medium beast, unaligned

Armor Class 10
Hit Points 5 (1d8 + 1)
Speed 30 ft.

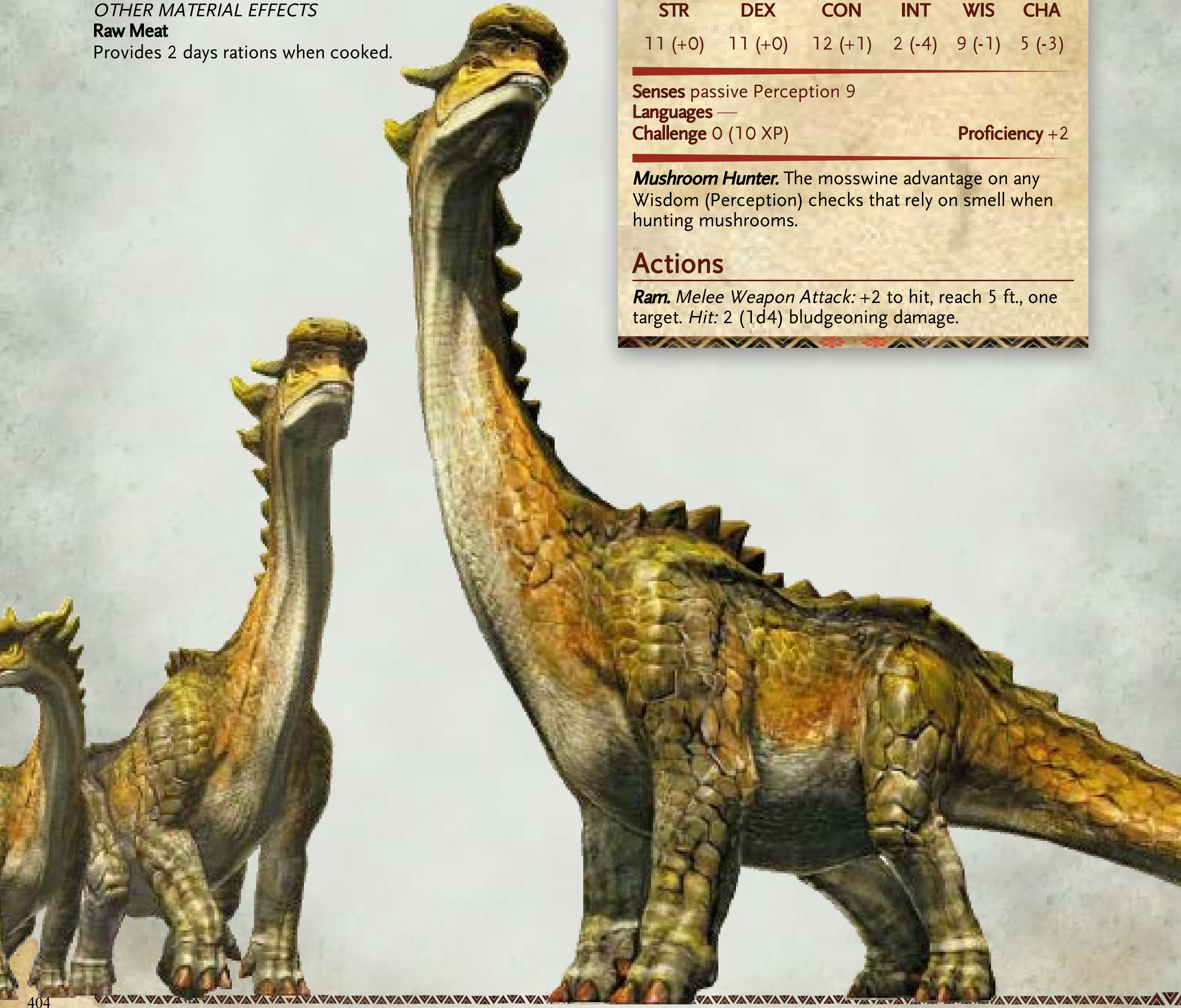
STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Mushroom Hunter. The mosswine advantage on any Wisdom (Perception) checks that rely on smell when hunting mushrooms.

Actions

Ram. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



Mosswine

Challenge Rating 0 **Carves** 1

Carve Chance	Material	Slots
1-5	Raw Meat	(O)
6-15	Blue Mushroom	(O)
16-20	Mosswine Hide	(A)

ARMOR MATERIAL EFFECTS

Mosswine Hide

Mushroomancer. While wearing this armor you can digest mushrooms that would otherwise be inedible and gain its advantageous effects. The more *mosswine hide* materials equipped in your armor or trinkets, the more mushrooms you can eat.

1 Mosswine Hide.

- Blue Mushroom, *Restores a 1d4 hit points.*
- Toadstool, *You regain 1 hit point at the start of each of your turns for 1 minute.*

2 Mosswine Hides.

- Nitroshroom, *Your Strength score increases by +2 for 1 minute (to a maximum of 20).*
- Parashroom, *Your AC becomes 13 + your Dexterity modifier for the next 8 hours.*

3 Mosswine Hides.

- Chaos Mushroom, *You are poisoned for 1 hour, and gain 5 temporary hit points per character level for the next 10 minutes.*
- Bindshroom, *Your speed increases by 10 feet for 1 hour.*
- Exciteshroom, *Provides one of the other mushroom effects, roll a d6 to see which one:*

1. *Blue Mushroom*	4. *Parashroom*
2. *Toadstool*	5. *Chaos Mushroom*
3. *Nitroshroom*	6. Bindshroom

OTHER MATERIAL EFFECTS

Raw Meat

Provides 2 days rations when cooked.

Blue Mushroom

Item found in (AGtMH p.70)

Moofah

Moofah are docile alpaca-like creatures known for their long shaggy fur. Males have longer horns than females. Domesticated Moofah have lighter-colored fur than their wild counterparts, and wear colored bows and bells.

Moofah

Small beast, unaligned

Armor Class 10
Hit Points 3 (1d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Sure-Footed. The moofah has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Headbutt. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Moofa

Challenge Rating 0 **Carves** 1

Carve Chance	Material	Slots
1-5	Raw Meat	(O)
6-13	Moofah Fur	(A)
14-20	Moofah Horn	(W)

ARMOR MATERIAL EFFECTS

Moofah Fur

You reduce cold damage you take by 2 while you wear this armor.

WEAPON MATERIAL EFFECTS

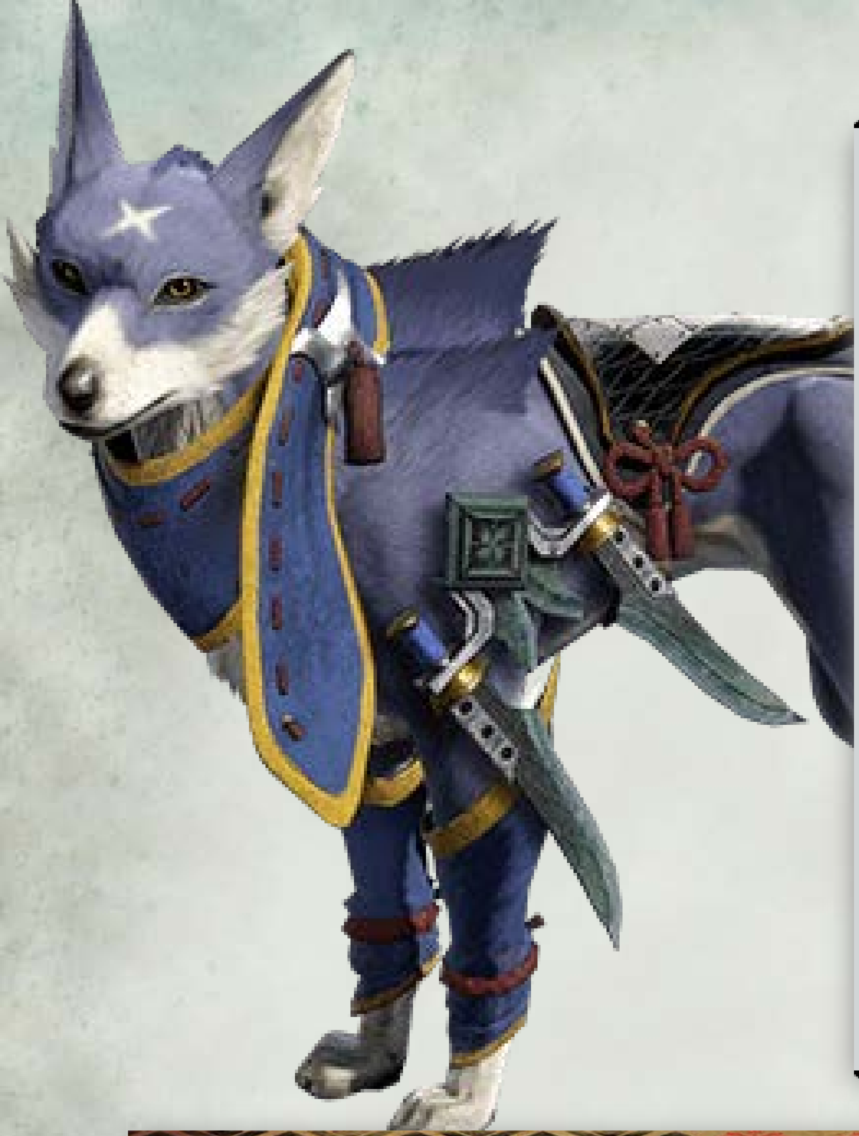
Moofah Horn

Your weapon attacks deal an extra 1 lightning damage.

OTHER MATERIAL EFFECTS

Raw Meat

Provides 2 days rations when cooked.



Palamute Sidekick

As of right now, the palamute stat block has been built with the idea of using it as a sidekick using *Tasha's Cauldron for Everything* rules (p.142).

Since many of the rules on armor and weapon proficiencies require the creature to be humanoid. We will instead just ignore that rule and the palamutes gain the same proficiencies as if they were humanoid, except for ranged weapons, palamutes can't use those (thrown weapons are ok).

So what do we do about costs for gear and rarity? Well for the sake of it all until I get around to making proper sidekick classes for palamutes and palicos. You can use the standard barding rules found in the DMG for cost of armor (4x normal amount I believe), or allow them to be bought for normal cost since palamutes and palicos are pretty common in monster hunter. It is up to your DM.

Rarity doesn't necessarily matter for this gear as I don't plan on letting the palamutes or palicos gain weapon properties from rarities. Instead I'll eventually make more of their abilities into uses based on armor or weapon rarity I believe.

For now I am considering allowing 1 armor and 1 weapon material allowed in the palamutes and palico's gear, but this is a test and I am not really sure how good or bad this may be. It is up to your DM if they choose to allow it also.

Palamute

Medium beast, any alignment

Armor Class 12
Hit Points 33 (6d6 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	9 (-1)	14 (+2)	10 (+0)

Skills Athletics +4, Survival +4
Senses passive Perception 12
Languages Understands Common, but can't speak it
Challenge 1/2 (100 XP) **Proficiency** +2

Canine Mount. A Medium or smaller humanoid creature can ride on the palamute's back if it allows it. In such a situation, the palamute acts as a controlled mount. While on it, the rider can use its bonus action to use the palamute's trackers trait.

Keen Hearing and Smell. The palamute has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Scent (Recharges after a Long Rest). When the palamute finds the sign of a creature, it can spend 1 minute memorizing that creature's scent. For the next 24 hours, the palamute has advantage on Wisdom (Survival) checks to track the creature.

Actions

Multiattack The palamute makes two Bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Maul (Recharges after a Short or Long Rest). The palamute leaps onto a Large or bigger creature's face and makes one Bite attack against it. On a hit, the creature is blinded until the end of its next turn. On a hit or miss, the palamute remains on the creature and has advantage on melee attack rolls while it remains on it.

At the start of the palamute's turn, it must make an contested Strength (Athletics) check against the creature's Strength (Athletics) or Dexterity (Acrobatics) check. On a failed check, the palamute is thrown off the creature and lands in a space adjacent to it. If the palamute fails the check by 5 or more, it lands prone.

Bonus Actions

Tracker. The palamute moves up to its speed towards the creature it has the scent of, or if it is following its scent trail.

Popo

A large grazing herbivore, Popo is somewhat easy prey for anything larger than itself. Its size and tusks only work to deter smaller predators. Popo are very docile creatures and will run when one of their members in a group is under attack or when a threat enters their area. They will also group together when a large monster is near, like the Aptonoth in more temperate climates.

Popo

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 6 (1d10 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency** +2

Trampling Charge. If the popo moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is prone, the popo can make one Stomp attack against it as a bonus action.

Actions

Multiattack. The popo makes one Gore attack and one Stomp attack.

Gore. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Stomp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Popo

Challenge Rating 1/4 **Carves** 1

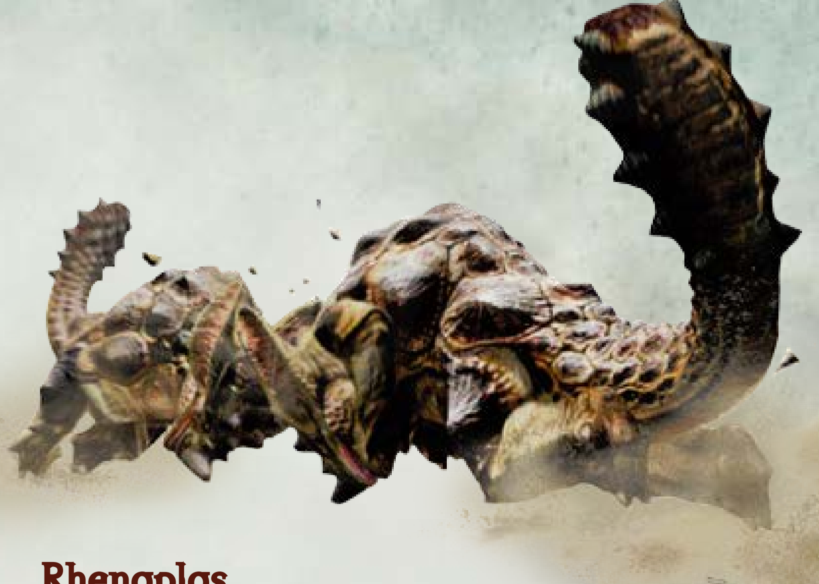
Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-15	Popo Tongue	(O)
16-20	Jumbo Bone	(O)

OTHER MATERIAL EFFECTS

Popo Tongue
Can be cooked (DC 10). A creature who consumes the cooked tongue can choose any one language. It can read, write, and speak that language for 1 hour.

Raw Meat
Provides 2 days rations when cooked.

Jumbo Bone
Uncommon armor upgrade material.



Rhenoplos

Rhenoplos is a quadrupedal, Ceratopsian-like monster with an armored body. Its face features a small nose horn and is surrounded by a frill. While the eyes of Rhenoplos are not particularly proficient, their hearing is. Rhenoplos charge blindly at whatever sound startles them, including large monsters. However, this makes them easy to dodge and easy prey for predators placing them near the bottom of the food chain with most other herbivores. These creatures live in small groups, spending most of their days traversing the hot environments while foraging for shrubs and other plant matter.

Rhenoplos

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages —
Challenge 2 (450 XP) **Proficiency** +2

Keen Hearing. The rhenoplos has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the rhenoplos moves at least 20 feet straight toward a target immediately before the hit, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Rhenoplos

Challenge Rating 2 **Carves** 1

Carve Chance	Material	Slots
1-8	Raw Meat	(O)
9-13	Rhenoplos Shell	(A)
14-18	Jumbo Bone	(O)
19-20	Rhenoplos Scalp	(W)

ARMOR MATERIAL EFFECTS

Rhenoplos Shell
You reduce fire damage you take by 3 while you wear this armor.

WEAPON MATERIAL EFFECTS

Rhenoplos Scalp *(Gunlance Only)*
Artillery Novice. While attuned to this weapon, you can add your Strength modifier to the damage of your shell attacks.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

Jumbo Bone
Uncommon armor upgrade material.

Slagtoth

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 11 (2d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	10 (+0)	2 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1/8 (50 XP) **Proficiency** +2

Trampling Charge. If the slagtoth moves at least 20 feet straight toward a creature and then hits it with a Body Slam attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone. If the target is prone, the slagtoth can make one Headbutt attack against it as a bonus action.

Actions

Headbutt. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Body Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Slagtoth

Slagtoth have green, saggy hides covering most of their body, most notably drooping near the sides of the head and along their flanks. They are extremely territorial; the males will attack both Adventurers and creatures. They attack Hunters by ramming with the bone lump on their snouts and body-slamming. When unprovoked however, these docile creatures have often been observed to rest in the waters probably because their floppy, frog-like hides require moisture.

Slagtoth

Challenge Rating 1/8 **Carves** 1

Carve Chance	Material	Slots
1-4	Raw Meat	(O)
5-13	Slagtoth Oil	(O)
14-18	Slagtoth Hide	(A,W)
19-20	Jumbo Bone	(O)

ARMOR MATERIAL EFFECTS

Slagtoth Hide
You reduce acid damage you take by 2 while you wear this armor.

WEAPON MATERIAL EFFECTS

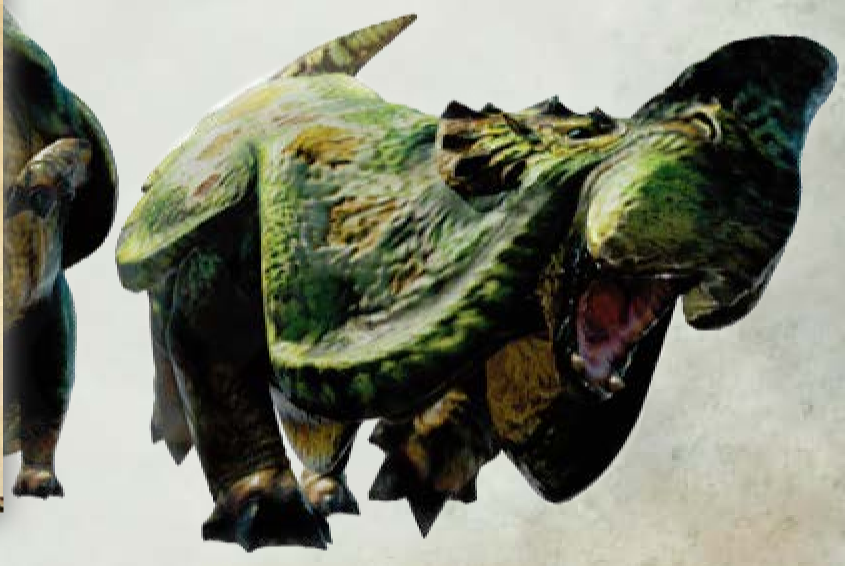
Slagtoth Hide
Expert Fisherman. When you catch fish, you instead catch two.

OTHER MATERIAL EFFECTS

Raw Meat
Provides 2 days rations when cooked.

Jumbo Bone
Uncommon armor upgrade material.

Slagtoth Oil
Oil extracted from a Slagtoth's skin. The oil can coat one bludgeoning, piercing, or slashing weapon or up to 5 pieces of slashing or piercing Ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and deals an extra 1d4 acid damage.



Lynians

Lynians are sapient monsters, and are typically short of stature. There are currently two distinct groups of Lynian: the cat-like Melynx, Felyne, and Grimalkyne, and the humanoid Shakalaka and Gajalaka. Lynians are intelligent, have complex societies, and speak their own languages. Whereas the Shakalaka and Gajalaka are more primitive and tribal, the feline species tend to lead peaceful lives and often coexist with human society.

Boaboa

The Boaboa have the basic shape of a Grimalkyne, but exhibit much thicker, white fur and a bulkier frame. They wear crude imitations of Popo heads as masks, with the tusk's tips painted in colours that correspond to the status ailment each individual Boaboa uses in combat.

The Boaboa are capable of using many different status ailments to damage their foes. They feed on Popo, but also show reverence to the creatures, dressing up to look like them and travelling with the herds through the Hoarfrost Reach. Young Boaboa can undergo a sort of rite of passage where they hunt a Beotodus. If they survive, they are seen as heroes in the tribe.

Boaboa

Small humanoid (lynian), neutral

Armor Class 13 (hide)
Hit Points 21 (6d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances cold
Senses passive Perception 10
Languages Common, Lynian, Shakalaka
Challenge 1/4 (50 XP) **Proficiency** +2

Popo Mask The boaboa wear crude imitations of popo heads as masks, with the tusk's tips painted in colors that correspond to the spear it uses. The color on the tusks range from blue to yellow to purple to black. .

To determine which color the tusks are and which spear the boaboa uses Roll 1d4, On a 1, the tusks are blue and it uses a stone spear; On a 2, the tusks are yellow and it uses a paralysis spear; On a 3, the tusks are purple and it uses a poison spear; and on a 4, the tusks are black and it uses a blind spear

Actions

Stone Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack and the target must make a DC 10 Constitution saving throw or become petrified for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Blind Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack and the target must make a DC 10 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Paralysis Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack and the target must make a DC 10 Constitution saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sleep Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack and the target must make a DC 10 Constitution saving throw, or fall unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Looting Lynians

Lynians, much like other humanoid creatures are not carved. Instead, when a hunter searches the body they have a 50% chance to have something type of item. You or the hunter can roll the percentile dice. If they have an item, roll on the tables below to determine what the item is.

Boaboa Loot Table

The Boaboa uses the gajalaka loot table, but instead of knives, they use javelins that break on impact and the DC is increased to 11.

Felyne

Felynes resemble bipedal cats capable of human language. They typically have light fur, but can come in a variety of colors and patterns.

Felyne are a lot more agile and smarter than an average cat. The Felyne are able to walk upright, like a human, and even build tools with both hands. Felyne are looked at as their own culture due to their intelligence, lifestyle, and groups. They can make equipment such as pickaxes, axes, and bombs. Felyne are known to form villages in secluded areas, where most monsters wouldn't dare to venture to. Felyne villages are known to have tribal exchanges with other Felyne and other cultures. With enough time and practice, Felyne can learn how to talk in the same languages as other cultures, including the human language. However, they often retain a degree of an accent in the form of meowing and cat puns interspersed throughout their speech.

Every Felyne is different in their own way. Some are aggressive, while some are calm. If attacked, however, they'll attack with just about anything in their hand, even going as far as to run at a foe with a live bomb for protection. If the battle starts looking bad, they'll dig a hole and travel somewhere safe. Commonly, Felyne are seen working in all sorts of human establishments or settlements. They've been seen being farmers, traders, adventurers, etc. Some Felyne, known as Palicoes, are known to assist hunters- and quite a few are independent "Meownster Hunters" in their own right.

Felyne

Small humanoid (lynian), chaotic good

Armor Class 15 (chain shirt)
Hit Points 36 (8d6 + 8)
Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	9 (-1)	10 (+0)	14 (+2)

Senses passive Perception 10
Languages Common, Lynian
Challenge 1 (200 XP) **Proficiency** +2

Actions

Multiattack The wild felyne makes two Bone Pick attacks.

Bone Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bonus Actions

Feline Inspiration (2/per Short or Long rest). The felyne sounds its horn, inspiring a target within 30 feet of it. The target gains an Inspiration die, a d4. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

Felyne

Challenge Rating 1 **Loot** 1

Loot Chance	Item
1-7	Felvine
8-14	Herb
15-17	Round Acorn
18-19	Coins
20	Flash Bomb

ITEM EFFECTS

Felvine
Item found in (AGtMH p.76)

Herb
Item found in (AGtMH p.76)

Round Acorn
A perfectly round acorn. It's a Felyne's beloved treasure. Can be sold for 10 gp.

Coins
The felyne has 2d6 gold pieces on them.

Flash bomb
Item found in (AGtMH p.62)

Gajalaka

Small humanoid (lynian), neutral

Armor Class 12 (tribal armor)
Hit Points 5 (2d6 - 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses passive Perception 8
Languages Common, Lynian, Shakalaka
Challenge 1/8 (25 XP) **Proficiency** +2

Tribal Mask The gajalaka wears a red mask. These red masks have different color accents, ranging from blue to yellow to purple to black, to represent what condition its weapons afflict. Roll 1d4, On a 1 blue represents stone knife; On a 2 yellow represents paralysis knife; On a 3 purple represents poison knife; and on a 4 black represents blind knife.

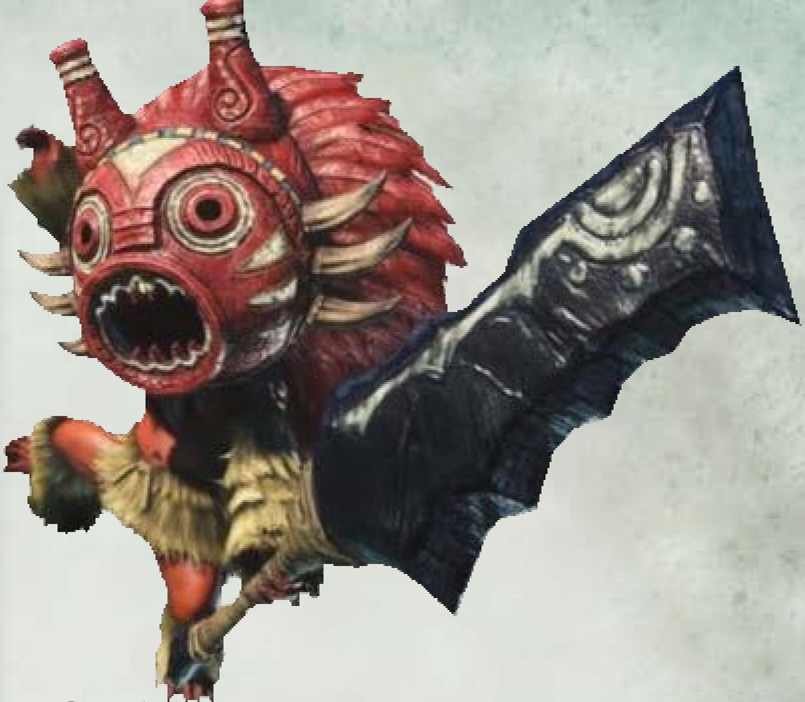
Actions

Stone knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or become petrified for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Blind knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Paralysis knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sleep knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw fall unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.



Gajalaka

Like many Lynians, Gajalaka are short humanoids. They resemble Shakalaka more than Felynes or Grimalkynes, lacking any fur and wearing large tribal masks which leave only their bright yellow eyes visible. These red masks have different color accents, ranging from blue to yellow to purple, to represent what status ailment their weapons afflict. The Gajalaka are aggressive towards large monsters and hunters, and will throw projectiles at both.

The Gajalaka are aggressive towards large monsters and adventurers, and will attack with status-afflicting weapons if threatened. The Gajalaka are capable of dealing Sleep, Paralysis, and Poison to both large monsters and players alike. You can tell these apart by the color of their mask's accents; blue represents sleep, yellow represents paralysis, and purple represents poison. Gakalaka can accidentally poison each other if they get crossed up in skirmishes.

Gajalaka

Challenge Rating 1/8 **Loot** 1

Loot Chance	Item
1	Ration (1 day)
2-5	Stone knife
6-10	Blind knife
11-15	Paralysis knife
16-19	Sleep knife
20	Potion of healing

OTHER MATERIAL EFFECTS

Ration (1 day)
These rations consist of dried fruit and some type of animal meat suitable for extended travel.

Stone knife
When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or become petrified for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the petrification on a success. Once it hits a creature, the stone knife breaks.

Blind knife
When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or become blinded for 1 minute. A creature can repeat its saving throw at the end of its turn, restoring sight on a success. Once it hits a creature, the blind knife breaks.

Paralysis knife
When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a success. Once it hits a creature, the paralysis knife breaks.

Sleep knife
When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or fall unconscious for 1 minute, until it takes damage, or is shaken awake by another creature. Once it hits a creature, the sleep knife breaks.

Potion of healing
You regain 2d4 + 2 Hit Points when you drink this potion.

Grimalkyne

Grimalkyne resemble bipedal lynxes. They have tufted ears, and come in a variety of colors depending on the tribe.

Grimalkyne are wary of strangers, but will readily help those who have proven themselves to their tribe. Once befriended, Grimalkyne will share their tools and assist in trapping monsters. They mark their territory with doodles and their dens are usually well hidden.

Grimalkyne

Small humanoid (lynian), neutral

Armor Class 13 (leather armor)
Hit Points 55 (10d6 + 20)
Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	9 (-1)	14 (+2)	10 (+0)

Senses passive Perception 12
Languages Common, Lynian
Challenge 1 (200 XP) **Proficiency** +2

Actions

Multiattack The grimalkyne makes two War Pick attacks.

War Pick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Vine Net (Recharge 5-6). *Ranged Weapon Attack.* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 13 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming them and destroys the net.

Grimalkyne

Challenge Rating 1 **Loot** 1

Loot Chance	Item
1-8	Coins
9-13	Hot Pepper
14-16	Snow Herb
17-20	Flashfly Cage

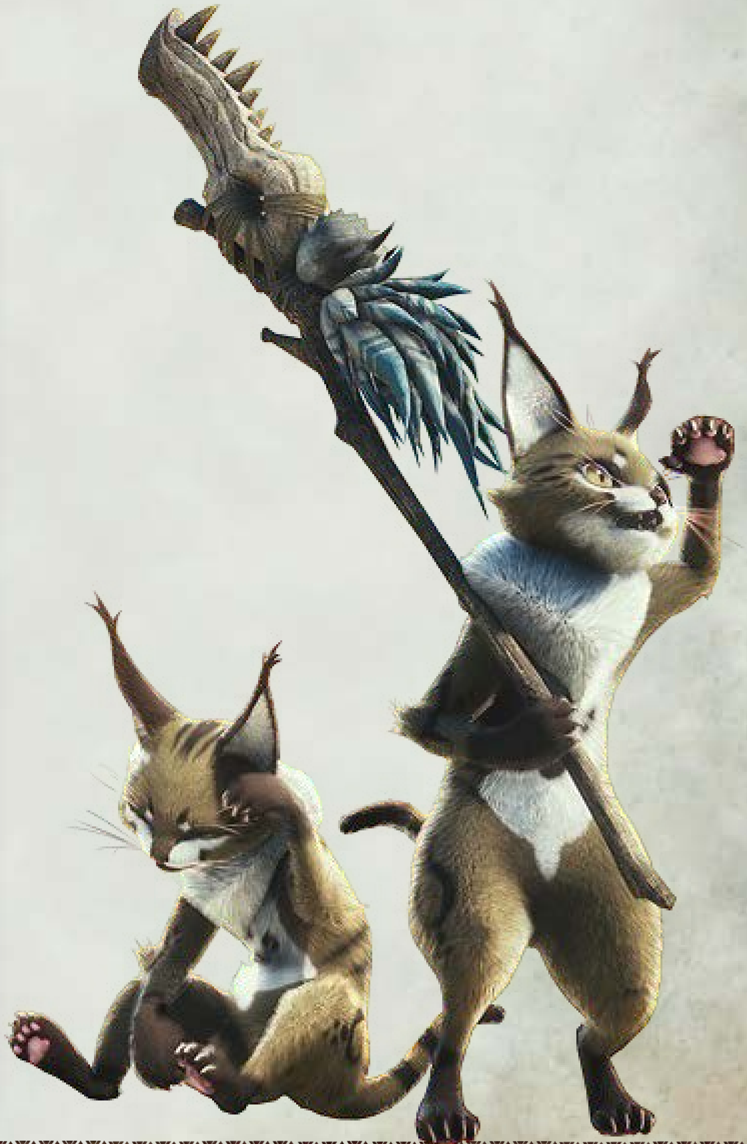
OTHER MATERIAL EFFECTS

Coins
The grimalkyne has 3d6 copper pieces on them.

Hot Pepper
Item found in (AGtMH p.71)

Snow Herb
Item found in (AGtMH p.71)

Flashfly Cage
As an action, this tiny cage can be placed on the ground. When struck the cage explodes filling the area within 20 feet of it in blinding light. Each creature in that area must make a DC 12 Constitution saving throw or become blinded for 1 minute.



Melynx

Melynx are noted for their black fur and the ability to talk in human language, as well as do human activities like their fellow Lynian subspecies called the Felynes.

Melynx are quite intelligent. Melynx are able to build tools, trade with other Lynian tribes, and even settle in settlements. Melynx in human villages sometimes take job opportunities, mostly as Felyne Chefs and/or Felyne Comrades. Felyne Chefs cook food for their customer to support them in their adventures by temporarily enhancing their abilities. Melynx are quite intelligent.

Wild Melynx appear in groups and have a tendency to rob hunters of their items so they can see how valuable said item is. Once they obtain an item, they run away and dig underground. Secluded, they'll look at the item and consider if it's valuable or not. If it is valuable they'll either sell it, trade it, or give it away to another Lynian tribe. If it isn't valuable they may just intentionally leave it behind somewhere random. If items are stolen by a Melynx then there is a chance that one could get it back by looking for a crude statue of a Felyne with paint on it. Some items can be recovered here.

They live in harmony with the lighter-toned species of Lynian, the Felynes. The Melynx and Felynes seem to be hostile towards the other Lynian Species, the Shakalaka, as they are never seen living in the same area together, though all three species live in the same environments.

Melynx

Small humanoid (lynian), chaotic good

Armor Class 13 (chain shirt)
Hit Points 40 (9d6 + 9)
Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	8 (-1)	12 (+1)	10 (+0)

Senses passive Perception 11
Languages Common, Lynian
Challenge 1 (200 XP) **Proficiency** +2

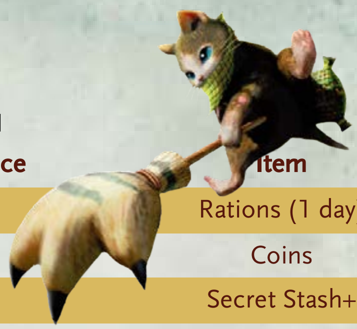
Actions

Multiattack The melynx makes two Catspaw Mace attacks.

Catspaw Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Flash Bomb (1/day). The melynx slams a bulb of blinding powder onto the ground in front of it. All creatures within 30 feet of the melynx must make a DC 11 Constitution saving throw or become blinded for 1 minute. a creature can repeat the saving throw at the end of its turns, ending the effect.

Melynx



Challenge Rating 1 **Loot** 1

Loot Chance	Item
1-10	Rations (1 day)
11-15	Coins
16-19	Secret Stash+
20	Shock Trap

OTHER MATERIAL EFFECTS

Ration (1 day)
Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Coins
The melynx has 2d6 silver pieces on them.

Secret Stash+
A pouch carried by a melynx. Full of miscellaneous junk. Can be sold for 50 gp.

Shock Trap
Item found in (AGtMH p.63)

Wild Melynx

Small humanoid (lynian), unaligned

Armor Class 13 (hide)
Hit Points 28 (8d6)
Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	6 (-3)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Common, Lynian
Challenge 1/8 (25 XP) **Proficiency** +2

Loot. A wild melynx can hold one stolen item at a time. When it uses Snatch, it will prioritize herbs first, potions second, or any other item of the DMs choice third. It cannot steal anything that weighs more than 9 lbs.

Pilfer. When the wild melynx steals an item, it will use its movement to flee from the target as if it was *frightened.* Once it is 60 feet away from all enemies, it will burrow underground and travel to its "base."

Actions

Multiattack The wild melynx makes two Catspaw Mace attacks.

Catspaw Mace. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Snatch. The wild melynx attempts to steal an object from its target. The target must make a DC 11 Dexterity saving throw or have an item stolen. A wild melynx drops the stolen item if it takes 5 damage on a single turn or when it dies.

Wild Melynx

Challenge Rating 1/8 **Loot** 1

Loot Chance	Item
1-5	Bitterbug
6-10	Sushifish
11-15	Secret Stash
16-20	Thunderbug

OTHER MATERIAL EFFECTS

Bitterbug
Item found in (AGtMH p.74)

Sushifish
Item found in (AGtMH p.73)

Secret Stash
A pouch carried by a wild melynx. Full of miscellaneous junk. Can be sold for 5 gp.

Thunderbug
Item found in (AGtMH p.74)

Shakalaka

Challenge Rating 1/8 **Loot** 1

Loot Chance	Item
1-10	Poison Knife
11-16	Gold Sake
17-20	Shakalaka Treasure

OTHER MATERIAL EFFECTS

Poison Knife
When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or become poisoned for 1 minute. A creature can repeat its saving throw at the end of its turn, curing the poison on a success. Once it hits a creature, the poison knife breaks.

Gold Sake
A delicious golden colored sake worth 10 gp

Shakalaka Treasure
A small pouch containing 5d6 gp

Shakalaka

Shakalaka are small, humanoid creatures with green skin. They wear a mask over their heads at all times, so their true faces are unknown. The shakalaka are very similar to humans, in that they hunt and gather, but are less civilized in nature.

The shakalaka have developed strong muscles in order to hunt prey and to attack trespassers. They also have been known to utilize poison, sleep gas, and barrel bombs to attack. They utilize disguises, usually as mushrooms and ice crystals; however, these disguises are easy to see through, as the mushrooms are much larger and brighter than any other, and the ice crystals are metallic colored.

The shakalaka are proud and barbaric creatures, attacking most creatures, including hunters, on sight. It has been said that young shakalaka partake in a coming-of-age ritual in which they are sent out of their settlement to bring back items of great value to their tribe. This can take the form of a rare monster material, treasure, or an object with historical or cultural importance to the tribe (such as a special mask).

Shakalaka

Small humanoid (lynian), neutral

Armor Class 12 (tribal armor)
Hit Points 5 (2d6 - 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses passive Perception 8
Languages Common, Lynian, ShakaLaka
Challenge 1/8 (25 XP) **Proficiency** +2

Boom Shakalaka. The shakalaka leaves behind a small container when it flees or on its body when it dies. There is a 50 percent chance that the container is actually an explosive that contains no treasure. It is unlocked and requires a DC 12 Wisdom (Investigation) check to determine if it is an explosive. A creature that opens the an explosive container must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half as much damage on a successful one. A container that is not an explosive contains 10 (3d6) silver pieces worth of materials of the DMs choosing.

Pack Tactics. The shakalaka has advantage on an attack roll against a creature if at least one of the shakalaka's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Poison knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

King Shakalaka

Medium humanoid (lynian), neutral

Armor Class 14 (bone armor)
Hit Points 42 (6d8 + 15)
Speed 25 ft. (35 ft. while raging)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	14 (+2)	9 (-1)	8 (-1)

Senses passive Perception 9
Languages Common, Lynian, Shakalaka
Challenge 1 (200 XP) **Proficiency** +2

Actions

fire bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Thighbone. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Sleep Bomb (1/day). The king shakalaka throws a ball of sleep powder at a point within 30 feet of it. Each creature within 10 feet of the point must succeed on a DC 12 Constitution saving throw or fall unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Reactions

Imperial Rage. When the king shakalaka takes damage, it begins to fight with tyrannical ferocity. For 1 minute, the king shakalaka has resistance to bludgeoning, piercing, and slashing damage, has speed of 35 feet, and has advantage on Strength saving throws. At the end of each of the king shakalaka's turns, the rage ends if the king shakalaka hasn't attacked a hostile creature or taken damage since the end of its last turn.

King Shakalaka

King Shakalaka is slightly larger than its subjects, but generally looks identical. It wears a BBQ spit upon its head, and wields a thigh bone as a club. it is surprisingly strong for its size, able to cause a great deal of damage. It is able to launch fireballs from the BBQ spit atop its head.

He can put hunters to sleep, like his Shakalaka brethren, however he appears to have lost the ability to poison hunters. Also, the King Shakalaka has extraordinary endurance which belies its size. Combine this with its muscle power, and it may be assumed that, somehow, it has developed a "berserker-esque" sense which allows it to block out pain, and continue fighting through rigorous physical demands which would have most Shakalaka defeated. To attack, he thoroughly clobbers his foes with a steak from another victim.

The King Shakalaka is an aggressive leader when the Shakalakas fight alongside him. Its leadership skill came in his bond shared between him and his minions, but the Shakalaka leader relies on teamwork in order to bring down an intruder such as Velociprey and other small sized monsters. This creature shows no sign of fear towards humans. It will harass the intruder who enters its domain with the help of its minions. The creature hates to be provoked by something else. Many secrets about this powerful leader are unknown to many scholars.

King Shakalaka

Challenge Rating 1 **Loot** 2

Loot Chance	Item
1-10	Shakalaka Treasure
11-13	Suiko Jewel
14-15	Akito Jewel
16-18	Battlefield Jewel
19-20	Armor Sphere

OTHER MATERIAL EFFECTS

Shakalaka Treasure
A small pouch containing 5d6 gp

Suiko Jewel
A jewel of unknown use, the research fleet is willing to buy for 15 gp

Akito Jewel
A jewel of unknown use, the research fleet is willing to buy for 20 gp

Battlefield Jewel
A jewel of unknown use, the research fleet is willing to buy for 25 gp

Armor Sphere
Uncommon armor upgrade material.

Endemic Life

Endemic Life are creatures found in Monster Hunter Universe across many locations that can be captured by a hunter's Net or fishing pole. They are not hostile, but will be scared away easily, making their study and capture difficult. Some Endemic Life creatures also present Environmental Hazards or useful effects.

Dung Beetle

Tiny beast, unaligned

Armor Class 11 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	12 (+1)	1 (-5)	5 (-3)	3 (-4)

Senses passive Perception 7
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Actions

Bite. *Melee Weapon Attack:* +0 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage.

A **dung beetle** rolls dung around all day long. Need some dung? Then look no further! Just give it a kick. What you do with it is none of my business!

Bomb Beetle

Tiny beast, unaligned

Armor Class 11 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	12 (+1)	1 (-5)	5 (-3)	3 (-4)

Damage Immunities fire
Senses passive Perception 7
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Actions

Bite. *Melee Weapon Attack:* +0 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage.

A **bomb bettle** rolls around explosive rocks and are known to have astounding thermal resistance. The explosive rock they roll around contains 5 oz of gunpowder.

Forest Gekko

Tiny beast, unaligned

Armor Class 10
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Senses darkvision 30 ft., passive Perception 9
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Plant Camouflage. The gekko has advantage on Dexterity (Stealth) checks it makes in any terrain with ample green plant life.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage.

Variant: Gekko Names & Traits

Some gekkos are named different and replace the plant camouflage trait with another depending on its environment.

- *The wildspire gekko uses the following trait:* **Desert Camouflage.** The gekko has advantage on Dexterity (Stealth) checks it makes to hide in sandy terrain.
- *The gloom gekko uses the following trait:* **Shadow Camouflage.** The gekko has advantage on Dexterity (Stealth) checks it makes to hide dim light or darkness.
- *The moonlight gekko uses the following trait:* **Illumination.** The gekko sheds dim light in a 1-foot radius around it.

Iron Helmcrab

Tiny beast, unaligned

Armor Class 11 (natural armor)
Hit Points 2 (1d4)
Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Amphibious. The helmcrab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +0 to hit, Reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

A **iron helmcrab** typically lives near swamp-like areas. They are often sought after by bowgun users, for a iron helmcrab eat needleberries which can often be found intact inside its stomach.

Paratoad

Tiny beast, unaligned

Armor Class 11
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3
Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Death Burst. The paratoad explodes when it drops to 0 hit points. Each creature within 10 feet of it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the paralysis on a success.

Standing Leap. The paratoad's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage.

Nitrotoad

Tiny beast, unaligned

Armor Class 11
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3
Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Death Burst. The nitrotoad explodes when it drops to 0 hit points. Each creature within 10 feet of it must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage and be thrown 10 feet in a random direction away from the nitrotoad on a failed save, or half as much damage and isn't thrown on a successful one.

Standing Leap. The nitrotoad's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage.

Sleeptoad

Tiny beast, unaligned

Armor Class 11
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3
Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Death Burst. The sleeptoad explodes when it drops to 0 hit points. Each creature within 10 feet of it must succeed on a DC 10 Constitution saving throw or fall unconscious until the end of its next turn, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Standing Leap. The sleeptoad's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage.

Solider Helmcrab

Tiny beast, unaligned

Armor Class 11 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	1 (-5)	8 (-1)	2 (-4)

Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Amphibious. The helmcrab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +0 to hit, Reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

A **solider helmcrab** typically lives near swamp-like areas. They are often sought after by bowgun users, for a solider helmcrab eat scatternuts which can often be found intact inside its stomach.

Vigorwasp

Tiny beast, unaligned

Armor Class 11
Hit Points 3 (1d4 + 1)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Senses passive Perception 9
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Death Burst. The vigorwasp explodes when it drops to 0 hit points. Each creature within 5 feet of it regains 4 (1d8) hit points.

Flyby. The vigorwasp doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Giant Vigorwasp

Small beast, unaligned

Armor Class 12
Hit Points 5 (2d4)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Senses passive Perception 9
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Death Burst. The vigorwasp explodes when it drops to 0 hit points. Each creature within 5 feet of it regains 9 (2d8) hit points.

Flyby. The vigorwasp doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Wiggler

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 0 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	1 (-5)	12 (+1)	3 (-4)

Skills Acrobat +3, Perception +3
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 0 (10 XP) **Proficiency** +2

Actions

Bite. *Melee Weapon Attack:* +1 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage.

Bonus Actions

Wiggle. The wiggler wiggles dramatically.

Appendix A: Monster Lists

Monster by Environment

The following tables organize monsters by environment and challenge rating. These tables omit monsters that don't customarily inhabit the environments included here.

ARCTIC MONSTERS

Arctic Monster Name	CR (XP)
Altaroth, Kelbi	0 (10)
Anteka, Aptonoth, Gowngoat, Shakalaka, Wild Melynx, Wingdrakes	1/8 (25)
Boaboa, Bullfango, Bnahabra, Great Thunderbug, Konchu, Popo, Velociprey, Vespoid	1/4 (50)
Giaprey, Blango, Giggi, Zamite, Remobra	1/2 (100)
Baggi, Izuchi, Felyne, Melynx, Velocidrome, Wulg,	1 (200)
Great Baggi, Giadrome, Bulldrome	2 (450)
Great Izuchi, Lagombi	3 (700)
Arzuros, Tetsucabra	4 (1,100)
Blue Yian Kut-ku, Zamtrios	5 (1,800)
Aknosom, Tetranadon, Tzitzi-Ya-Ku, Young Gammoth	6 (2,300)
Seregios	7 (2,900)
Blangonga, Viper Tobi-Kadachi	9 (5,000)
Somnacanth, Gigginox, Khezu, Zinogre	10 (5,900)
Nargacuga, Mizutsune	11 (7,200)
Banbaro, Ebony Odogaron, Beotodus, Kirin	12 (8,400)
Aurora Somnacanth, Legiana	13 (10,000)
Rajang, Barioth, Fulgur Anjanath, Kushala Daora, Tempered Seregios	15 (13,000)
Tigrex, Valstrax	16 (15,000)
Brachydios, Gammoth, Magnamalo, Shrieking Legiana, Velkhana	17 (18,000)
Deviljho, Goss Harag	18 (20,000)
Lunagaron	19 (22,000)
Ukanlos	20 (25,000)
Savage Deviljho, Scorned Magnamalo, Tempered Velkhana	22 (41,000)
Xeno'jiiva	25 (75,000)
Archtempered Velkhana, Behemoth	27 (105,000)
Safi'jiva	29 (135,000)
Ruiner Nergigante, Lao-Shan Lung	30 (155,000)

COASTAL MONSTERS

Coastal Monster Name	CR (XP)
Altaroth, Kelbi	0 (10)
Wild Melynx, Gajalaka, Slagtoth, Epioth, Wingdrakes	1/8 (25)
Velociprey, Bnahabra, Hornetaur, Vespoid, Great Thunderbug	1/4 (50)
Zamite, Hermitaur, Ceanataur, Remobra	1/2 (100)
Velocidrome, Ludroth, Gajau, Felyne, Melynx, Grimalkyne	1 (200)
Yian Kut-ku	3 (700)
Tetsucabra	4 (1,100)
Blue Yian Kut-ku, Royal Ludroth, Zamtrios	5 (1,800)
Bishaten, Gobul, Seregios	7 (2,900)
Odogaron	8 (3,900)
Daimyo Hermitaur, Plesioth	9 (5,000)
Somnacanth, Zinogre	10 (5,900)
Nargacuga, Mizutsune, Dire Miralis	11 (7,200)
Banbaro, Blood Orange Bishaten, Ebony Odogaron, Espinas, Kirin	12 (8,400)
Shogun Ceanataur	13 (10,000)
Lagiacrus, Namielle	14 (11,500)
Almudron, Rajang, Kushala Daora, Tempered Seregios	15 (13,000)
Garangolm, Tigrex, Valstrax	16 (15,000)
Brachydios, Magnamalo, Tempered Shogun Ceanataur, Velkhana	17 (18,000)
Deviljho, Tempered Daimyo Hermitaur, Tempered Dire Miralis, Tempered Espinas	18 (20,000)
Tempered Namielle, Thunder Serpent Narwa, Wind Serpent Ibushi	19 (22,000)
Gore Magala, Lucent Nargacuga, Scorned Magnamalo	21 (33,000)
Savage Deviljho, Tempered Velkhana	22 (41,000)
Archtempered Namielle	24 (62,000)
Archtempered Dire Miralis	26 (90,000)
Archtempered Velkhana	27 (105,000)
Safi'jiva	29 (135,000)
Ruiner Nergigante	30 (155,000)

DESERT MONSTERS

Desert Monster Name	CR (XP)
Altaroth, Kelbi, Mosswine	0 (10)
Delex, Wild Melynx, Shakalaka, Gajalaka, Wingdrakes	1/8 (25)

Desert Monster Name	CR (XP)
Velociprey, Genprey, Bnahabra, Vespoid, Great Thunderbug, Konchu, Apceros, Kestodon	1/4 (50)
Jaggi, Giggi, Hermitaur, Remobra	1/2 (100)
Felyne, Grimalkyne, Jaggia, Melynx, Rachnoid, Velocidrome	1 (200)
Gendrome, Great Jaggi, Cephalos, Rhenoplos	2 (450)
Kulu-Ya-Ku, Hypnocatrice, Pukei-Pukei, Barroth, Tetsucabra	4 (1,100)
Volvidon	5 (1,800)
Tzitzi-Ya-Ku, Qurupeco, Congalala, Uragaan	6 (2,300)
Seregios, Anjanath, Cephadrome	7 (2,900)
Rathian, Odogaron, Nibelsnarf	8 (3,900)
Daimyo Hermitaur, Plesioth, Najarala	9 (5,000)
Rathalos	10 (5,900)
Nargacuga, Jyuratodus	11 (7,200)
Nightshade Paolumu, Monoblos, Banbaro, Ebony Odogaron, Espinas, Lunastra	12 (8,400)
Glavenus, Teostra	13 (10,000)
Almudron, Fulgur Anjanath, Kushala Daora, Rajang, Tempered Seregios	15 (13,000)
Tigrex, Valstrax	16 (15,000)
Bazelgeuse, Magma Almudron, Rakna-Kadaki, Velkhana	17 (18,000)
Diablos, Deviljho, Tempered Daimyo Hermitaur, Tempered Espinas	18 (20,000)
Pyre Rakna-Kadaki, Tempered Lunastra	19 (22,000)
Brute Tigrex, Malzeno, Nakarkos, Tempered Teostra	20 (25,000)
Savage Deviljho, Tempered Velkhana	22 (41,000)
Ahtal-Ka, Ahtal-Neset, Nergigante	23 (50,000)
Shara Ishvalda (Shell)	25 (75,000)
Shara Ishvalda (True Form), Jhen Mohran	26 (90,000)
Archtempered Velkhana, Dah'ren Mohran	27 (105,000)
Safi'jiva	29 (135,000)
Ruiner Nergigante	30 (155,000)

FOREST MONSTERS

Forest Monster Name	CR (XP)
Altaroth, Kelbi, Mosswine	0 (10)
Aptonoth, Bombadgy, Gajalaka, Gowngoat, Shakalaka, Slagtoth, Wild Melynx, Wingdrakes	1/8 (25)
Bullfango, Bnahabra, Genprey, Gargwa, Great Thunderbug, Hornetaur, Kestodon, Konchu, Larinoth, Maccao, Velociprey, Vespoid	1/4 (50)
Ceanataur, Giaprey, Giggi, Hermitaur, Ioprey, Jaggi, Jagras, Palamute, Remobra	1/2 (100)
Boggi, Conga, Felyne, Grimalkyne, Iodrome, Izuchi, Jaggia, King Shakalaka, Melynx, Velocidrome, Vespoid Queen, Wroggi	1 (200)
Gendrome, Great Jaggi, Great Wroggi, Giadrome, Great Maccao, Bulldrome, Rhenoplos	2 (450)
Great Izuchi, Seltas, Yian Kut-ku,	3 (700)
Kulu-Ya-Ku, Hypnocatrice, Pukei-Pukei, Arzuros, Great Jagras, Tetsucabra	4 (1,100)
Blue Yian Kut-ku, Volvidon	5 (1,800)
Aknosom, Basarios, Congalala, Crimson Qurupeco, Kecha Wacha, Nerscylla, Qurupeco, Tetranadon, Tobi-Kadachi	6 (2,300)
Anjanath, Bishaten, Paolumu, Seregios, Yian Garuga	7 (2,900)
Gypceros, Rathian, Odogaron	8 (3,900)
Malfestio, Astalos, Duramboros, Daimyo Hermitaur, Najarala	9 (5,000)
Rathalos, Zinogre	10 (5,900)
Nargacuga, Mizutsune, Seltas Queen	11 (7,200)
Banbaro, Blood Orange Bishaten, Ebony Odogaron, Espinas, Leshen, Kirin, Nightshade Paolumu	12 (8,400)
Glavenus, Shogun Ceanataur	13 (10,000)
Chameleos	14 (11,500)
Rajang, Gravios, Fulgur Anjanath, Kushala Daora, Tempered Seregios	15 (13,000)
Garangolm, Scarred Yian Garuga, Tempered Astalos, Tigrex, Valstrax	16 (15,000)
Bazelgeuse, Brachydios, Magnamalo, Tempered Shogun Ceanataur, Velkhana	17 (18,000)
Deviljho, Tempered Daimyo Hermitaur, Tempered Espinas, Yama Tsukami	18 (20,000)
Lunagaron, Silverwind Nargacuga, Tempered Chameleos, Wind Serpent Ibushi	19 (22,000)
Brute Tigrex, Malzeno	20 (25,000)
Ancient Leshen, Gore Magala, Lucent Nargacuga, Scorned Magnamalo	21 (33,000)
Savage Deviljho, Tempered Velkhana	22 (41,000)
Shagaru Magala	25 (75,000)
Archtempered Velkhana	27 (105,000)
Safi'jiva	29 (135,000)
Lao-Shan Lung, Ruiner Nergigante	30 (155,000)

Grassland Monsters

Grassland Monster Name	CR (XP)
Altaroth, Gowngoat, Kelbi, Mosswine, Moofah	0 (10)
Aptonoth, Bombadgy, Shakalaka, Gajalaka, Wild Melynx, Wingdrakes	1/8 (25)
Velociprey, Maccao, Bullfango, Bnahabra, Hornetaur, Vespoid, Great Thunderbug, Konchu, Gargwa, Larinoth, Kestodon	1/4 (50)
Jaggi, Palamute, Remobra	1/2 (100)
Boggi, Conga, Felyne, Grimalkyne, Izuchi, Jaggia, King Shakalaka, Melynx, Velocidrome, Vespoid Queen	1 (200)
Great Jaggi, Great Maccao, Bulldrome, Rhenoplos	2 (450)
Great Izuchi, Seltas, Yian Kut-ku	3 (700)
Kulu-Ya-Ku, Hypnocatrice, Arzuros	4 (1,100)
Blue Yian Kut-ku, Volvidon	5 (1,800)
Aknosom, Congalala, Tetranadon, Kecha Wacha, Qurupeco, Tzitzi-Ya-Ku,	6 (2,300)
Yian Garuga, Seregios, Paolumu, Anjanath	7 (2,900)
Gypceros, Rathian	8 (3,900)
Malfestio, Astalos, Najarala	9 (5,000)
Rathalos, Zinogre	10 (5,900)
Nargacuga, Seltas Queen	11 (7,200)
Banbaro, Espinas, Kirin, Nightshade Paolumu	12 (8,400)
Chameleos	14 (11,500)
Kushala Daora, Magnamalo, Rajang, Tempered Seregios	15 (13,000)
Garangolm, Scarred Yian Garuga, Tempered Astalos, Tigrex	16 (15,000)
Brachydios, Velkhana	17 (18,000)
Deviljho, Tempered Espinas	18 (20,000)
Lunagaron, Silverwind Nargacuga, Tempered Chameleos, Wind Serpent Ibushi	19 (22,000)
Alatreon, Gore Magala, Lucent Nargacuga, Scorned Magnamalo	21 (33,000)
Savage Deviljho, Tempered Velkhana	22 (41,000)
Vaal Hazak	24 (62,000)
Shagaru Magala, Shara Ishvalda (Shell)	25 (75,000)
Blackveil Vaal Hazak, Shara Ishvalda (True Form)	26 (90,000)
Archtempered Velkhana	27 (105,000)
Safi'jiva	29 (135,000)
Ruiner Nergigante, Lao-Shan Lung	30 (155,000)

Hill Monsters

Hill Monster Name	CR (XP)
Kelbi, Mosswine, Moofah	0 (10)
Aptonoth, Bombadgy, Gajalaka, Gowngoat, Shakalaka, Slagtoth, Wild Melynx, Wingdrakes	1/8 (25)
Velociprey, Genprey, Bullfango, Hornetaur, Vespoid, Great Thunderbug, Konchu, Apceros, Gargwa	1/4 (50)
Ceanataur, Giggi, Jaggi, Jagras, Palamute, Remobra	1/2 (100)
Boggi, Conga, Felyne, Grimalkyne, Izuchi, Jaggia, King Shakalaka, Melynx, Shamos, Velocidrome, Vespoid Queen	1 (200)
Gendrome, Great Jaggi, Bulldrome, Rhenoplos	2 (450)
Great Izuchi, Yian Kut-ku	3 (700)
Kulu-Ya-Ku, Hypnocatrice, Pukei-Pukei, Arzuros, Great Jagras	4 (1,100)
Blue Yian Kut-ku, Volvidon	5 (1,800)
Aknosom, Basarios, Congalala, Tzitzi-Ya-Ku, Qurupeco, Tetranadon, Tobi-Kadachi, Tzitzi-Ya-Ku	6 (2,300)
Anjanath, Bishaten, Paolumu, Seregios, Yian Garuga	7 (2,900)
Gypceros, Rathian, Odogaron	8 (3,900)
Malfestio, Astalos, Najarala	9 (5,000)
Coral Pukei-Pukei, Rathalos, Somnacanth, Zinogre	10 (5,900)
Nargacuga, Seltas Queen	11 (7,200)
Banbaro, Blood Orange Bishaten, Ebony Odogaron, Espinas, Kirin, Monoblos	12 (8,400)
Glavenus, Shogun Ceanataur	13 (10,000)
Aurora Somnacanth, Chameleos	14 (11,500)
Almudron, Fulgur Anjanath, Rajang, Tempered Seregios	15 (13,000)
Garangolm, Scarred Yian Garuga, Tempered Astalos, Tigrex	16 (15,000)
Brachydios, Magma Almudron, Tempered Shogun Ceanataur, Velkhana	17 (18,000)
Deviljho, Tempered Espinas	18 (20,000)
Lunagaron, Malzeno, Silverwind Nargacuga, Tempered Chameleos, Wind Serpent Ibushi	19 (22,000)
Alatreon, Gore Magala, Lucent Nargacuga	21 (33,000)
Savage Deviljho, Tempered Velkhana	22 (41,000)
Vaal Hazak	24 (62,000)
Shagaru Magala, Shara Ishvalda (Shell)	25 (75,000)
Blackveil Vaal Hazak, Shara Ishvalda (True Form)	26 (90,000)

Hill Monster Name	CR (XP)
Archtempered Velkhana	27 (105,000)
Safi'jiva	29 (135,000)
Ruiner Nergigante, Lao-Shan Lung	30 (155,000)

MOUNTAIN MONSTERS

Mountain Monster Name	CR (XP)
Altaroth, Kelbi, Mosswine	0 (10)
Wild Melynx, Shakalaka, Gajalaka, Gowngoat, Aptonoth, Slagtoth, Wingdrakes	1/8 (25)
Velociprey, Genprey, Bullfango, Bnahabra, Hornetaur, Vespoid, Great Thunderbug, Konchu, Apceros, Gargwa, Kestodon	1/4 (50)
Jaggi, Ioprey, Giggi, Uroktor, Hermitaur, Ceanataur, Remobra	1/2 (100)
Boggi, Conga, Gastodon, Grimalkyne, Iodrome, Jaggia, Felyne, Melynx, Rachnoid, Shamos, Velocidrome, Wroggi	1 (200)
Gendrome, Great Jaggi, Great Wroggi, Bulldrome, Rhenoplos	2 (450)
Yian Kut-ku, Seltas	3 (700)
Arzuros, Tetsucabra	4 (1,100)
Volvidon	5 (1,800)
Agnaktor, Basarios, Congalala, Crimson Qurupeco, Qurupeco, Tetranadon, Tzitzi-Ya-Ku, Uragaan	6 (2,300)
Yian Garuga, Seregios, Paolumu, Anjanath, Dodogama	7 (2,900)
Gypceros, Rathian, Odogaron	8 (3,900)
Malfestio, Astalos, Blangonga Duramboros, Daimyo Hermitaur	9 (5,000)
Rathalos, Pumpkin Uragaan, Radobaan, Zinogre	10 (5,900)
Nargacuga, Mizutsune, Seltas Queen, Dire Miralis	11 (7,200)
Banbaro, Ebony Odogaron, Espinas, Kirin, Lunastra	12 (8,400)
Legiana, Glavenus, Shogun Ceanataur, Lavasioth, Teostra	13 (10,000)
Aurora Somnacanth, Chameleos	14 (11,500)
Fulgur Anjanath, Gravios, Kushala Daora, Magnamalo, Rajang, Tempered Seregios	15 (13,000)
Garangolm, Scarred Yian Garuga, Tempered Astalos, Tigrex, Valstrax	16 (15,000)
Amatsumagatsuchi, Bazelgeuse, Brachydios, Magma Almudron, Rakna-Kadaki, Tempered Shogun Ceanataur, Velkhana	17 (18,000)
Dalamadur, Deviljho, Goss Harag, Tempered Daimyo Hermitaur, Tempered Dire Miralis, Tempered Espinas, Yama Tsukami	18 (20,000)
Lunagaron, Pyre Rakna-Kadaki, Silverwind Nargacuga, Tempered Chameleos, Tempered Lunastra, Wind Serpent Ibushi	19 (22,000)
Akantor, Brute Tigrex, Malzeno, Tempered Teostra	20 (25,000)
Alatreon, Gore Magala, Kulve Taroth, Lucent Nargacuga, Scorned Magnamalo, Seething Bazelgeuse	21 (33,000)
Savage Deviljho, Tempered Velkhana	22 (41,000)
Nergigante	23 (50,000)
Xeno'jiiva	25 (75,000)
Archtempered Dire Miralis	26 (90,000)
Archtempered Velkhana, Behemoth	27 (105,000)
Fatalis, Gaismagorm	28 (120,000)
Safi'jiva	29 (135,000)
Shen Gaoren, Ruiner Nergigante, Shah Dalamadur, Lao-Shan Lung	30 (155,000)

SWAMP MONSTERS

Swamp Monster Name	CR (XP)
Kelbi, Mosswine	0 (10)
Wild Melynx, Gajalaka, Aptonoth	1/8 (25)
Velociprey, Genprey, Bullfango, Bnahabra, Hornetaur, Vespoid, Great Thunderbug	1/4 (50)
Ioprey, Giaprey, Uroktor, Hermitaur, Ceanataur, Remobra	1/2 (100)
Wroggi, Velocidrome, Iodrome, Conga, Ludroth, Felyne, Melynx	1 (200)
Gendrome, Great Wroggi, Giadrome, Bulldrome, Rhenoplos	2 (450)
Yian Kut-ku	3 (700)
Pukei-Pukei, Tetsucabra	4 (1,100)
Blue Yian Kut-ku, Royal Ludroth	5 (1,800)
Agnaktor, Basarios, Congalala, Nerscylla, Tetranadon, Tobi-Kadachi	6 (2,300)
Yian Garuga, Anjanath	7 (2,900)
Gypceros, Rathian, Odogaron	8 (3,900)
Astalos, Viper Tobi-Kadachi, Daimyo Hermitaur, Najarala	9 (5,000)
Khezu, Rathalos, Somnacanth	10 (5,900)
Nargacuga, Jyuratodus	11 (7,200)
Kirin	12 (8,400)
Glavenus, Shogun Ceanataur, Teostra	13 (10,000)
Chameleos	14 (11,500)
Almudron, Gravios	15 (13,000)
Garangolm, Tempered Astalos, Tigrex, Valstrax	16 (15,000)

Swamp Monster Name	CR (XP)
Brachydios, Tempered Shogun Ceanataur	17 (18,000)
Deviljho, Tempered Daimyo Hermitaur	18 (20,000)
Acidic Glavenus, Gogmazios, Silverwind Nargacuga, Tempered Chameleos	19 (22,000)
Lucent Nargacuga, Malzeno, Tempered Teostra	20 (25,000)
Savage Deviljho	22 (41,000)
Nergigante	23 (50,000)
Vaal Hazak	24 (62,000)
Blackveil Vaal Hazak	26 (90,000)
Fatalis	28 (120,000)
Safi'jiva	29 (135,000)

UNDERDARK MONSTERS

Underdark Monster Name	CR (XP)
Altaroth, Kelbi, Mosswine	0 (10)
Wild Melynx, Shakalaka, Gajalaka, Slagtoth, Wingdrakes	1/8 (25)
Velociprey, Genprey, Bullfango, Bnahabra, Hornetaur, Vespoid, Konchu, Apceros	1/4 (50)
Jaggi, Ioprey, Giggi, Uroktor, Hermitaur, Ceanataur, Remobra	1/2 (100)
Jaggia, Wroggi, Velocidrome, Iodrome, Girros, Shamos, Felyne, Melynx, Grimalkyne	1 (200)
Gendrome, Great Jaggi, Great Wroggi, Bulldrome, Rhenoplos	2 (450)
Yian Kut-ku	3 (700)
Tetsucabra	4 (1,100)
Volvidon	5 (1,800)
Tzitzi-Ya-Ku, Crimson Qurupeco, Basarios, Uragaan, Great Girros, Agnaktor, Nerscylla	6 (2,300)
Yian Garuga, Seregios	7 (2,900)
Gypceros, Odogaron	8 (3,900)
Viper Tobi-Kadachi, Daimyo Hermitaur	9 (5,000)
Gigginox, Khezu, Pumpkin Uragaan, Radobaan, Zinogre	10 (5,900)
Nargacuga, Dire Miralis	11 (7,200)
Banbaro, Ebony Odogaron, Kirin, Lunastra	12 (8,400)
Glavenus, Shogun Ceanataur, Lavasioth, Teostra	13 (10,000)
Chameleos, Namielle	14 (11,500)
Rajang, Gravios, Fulgur Anjanath, Tempered Seregios	15 (13,000)
Tigrex	16 (15,000)
Bazelgeuse, Brachydios, Magma Almudron, Tempered Shogun Ceanataur, Velkhana	17 (18,000)
Deviljho, Tempered Daimyo Hermitaur, Tempered Dire Miralis	18 (20,000)
Acidic Glavenus, Gogmazios, Silverwind Nargacuga, Tempered Chameleos, Tempered Lunastra, Tempered Namielle	19 (22,000)
Brute Tigrex, Akantor, Tempered Teostra, Nakarkos	20 (25,000)
Alatreon, Gore Magala, Lucent Nargacuga	21 (33,000)
Savage Deviljho, Tempered Velkhana	22 (41,000)
Nergigante	23 (50,000)
Archtempered Namielle, Vaal Hazak	24 (62,000)
Archtempered Dire Miralis, Blackveil Vaal Hazak	26 (90,000)
Archtempered Velkhana	27 (105,000)
Fatalis, Gaismagorm	28 (120,000)
Safi'jiva	29 (135,000)
Ruiner Nergigante	30 (155,000)

UNDERWATER MONSTERS

Underwater Monster Name	CR (XP)
Epioth	1/8 (25)
Zamite	1/2 (100)
Ludroth, Gajau	1 (200)
Royal Ludroth, Zamtrios	5 (1,800)
Tetranadon	6 (2,300)
Gobul	7 (2,900)
Plesioth	9 (5,000)
Somnacanth	10 (5,900)
Lagiacrus, Namielle	14 (11,500)
Almudron	15 (13,000)
Tempered Namielle	19 (22,000)
Archtempered Namielle	24 (62,000)
Ceadeus	26 (90,000)

URBAN MONSTERS

Urban Monster Name	CR (XP)
Altaroth, Kelbi, Mosswine, Moofah	0 (10)
Aptonoth, Gowngoat, Slagtoth, Wild Melynx, Wingdrakes	1/8 (25)
Velociprey, Genprey, Bullfango, Bnahabra, Vespoid, Great Thunderbug, Apceros, Gargwa, Larinoth, Kestodon	1/4 (50)
Jaggi, Ioprey, Giaprey, Giggi, Remobra	1/2 (100)
Boggi, Conga, Felyne, Gajau, Iodrome, Jaggia, Melynx, Velocidrome, Wroggi	1 (200)
Gendrome, Great Jaggi, Great Wroggi, Giadrome, Bulldrome, Rhenoplos	2 (450)

Urban Monsters

Urban Monster Name	CR (XP)
Yian Kut-ku	3 (700)
Hypnocatrice, Arzuros, Barroth	4 (1,100)
Blue Yian Kut-ku	5 (1,800)
Qurupeco, Kecha Wacha, Congalala	6 (2,300)
Paolumu, Anjanath	7 (2,900)
Rathian	8 (3,900)
Rathalos	10 (5,900)
Nargacuga	11 (7,200)
Banbaro, Kirin	12 (8,400)
Teostra	13 (10,000)
Chameleos	14 (11,500)
Rajang	15 (13,000
Tigrex	16 (15,000)
Deviljho	18 (20,000)
Gogmazios, Tempered Chameleos	19 (22,000)
Malzeno, Tempered Teostra	20 (25,000)
Lucent Nargacuga	21 (33,000)
Shara Ishvalda (Shell)	25 (75,000)
Shara Ishvalda (True Form)	26 (90,000)
Gaismagorm	28 (120,000)
Shen Gaoren, Lao-Shan Lung	30 (155,000)

Monster by Challenge Rating

This index organizes the monsters in the Monster Hunter Monster Manual by challenge rating.

Challenge 0

Altaroth
Bomb Beetle
Bullfango Shoat
Dung Beetle
Forest Gekko
Giant Vigorwasp
Iron Helmcrab
Kelbi
Moofah
Mosswine
Nitrotoad
Paratoad
Shamos Pup
Sleeptoad
Solider Helmcrab
Vigorwasp
Wiggler

Challenge 1/8

Anteka
Aptonoth
Arzuros Cub
Baby Ludroth
Bombadgy
Delex
Epioth
Gajalaka
Girros Pup
Gowngoat
Jagras Pup
Qurio
Shakalaka
Slagtoth
Wild Melynx
Wingdrakes
Wulg Pup

Challenge 1/4

Apceros
Baby Barroth
Baby Nargacuga
Bnahabra
Boaboa
Bullfango
Gargwa
Great Thunderbug
Hornetaur
Kestodon
Konchu
Larinoth
Maccao
Popo
Velociprey
Vespoid

Challenge 1/2

Blango
Ceanataur
Genprey
Giaprey
Giggi
Hermitaur
Ioprey
Jaggi
Jagras
Lagombi Kit
Palamute
Remobra
Uroktor
Vespoid Princess
Volvidon Pup
Zamite

Challenge 1

Baby Basarios
Baggi
Boggi
Conga
Felyne
Gajau
Gastodon
Girros
Grimalkyne
Iodrome
Izuchi
Jaggia
Juvenile Dodogama
King Shakalaka
Ludroth
Melynx
Rachnoid
Shamos
Velocidrome
Vespoid Queen
Wroggi
Wulg
Young Arzuros
Young Kecha Wacha

Challenge 2

Bulldrome
Cephalos
Gendrome
Giadrome
Great Baggi
Great Jaggi
Qurio Swarm
Great Maccao
Great Wroggi
Paolumu Pup
Rhenoplos
Tobi-Kitachi
Young Seregios

Challenge 3

Gobling
Great Izuchi
Juvenile Uragaan
Juvenile Zinogre
Lagombi
Seltas
Viper Tobi-Kitachi
Yian Kut-ku

Challenge 4

Arzuros
Barroth
Great Jagras
Hypnocatrice
Kulu-Ya-Ku
Pukei-Pukei
Tetsucabra
Young Nibelsnarf
Young *(Ebony)* Odogaron

Challenge 5

Blue Yian Kut-ku
Royal Ludroth
Volvidon
Young Mizutsune
Young Nargacuga
Zamtrios

Challenge 6

Agnaktor
Aknosom
Basarios
Congalala
Crimson Qurupeco
Great Girros
Kecha Wacha
Nerscylla
Qurupeco
Tetranadon
Tobi-Kadachi
Tzitzi-Ya-Ku
Uragaan
Young Gammoth

Challenge 7

Anjanath
Bishaten
Cephadrome
Dodogama
Gobul
Paolumu
Seregios
Tempered Kulu-Ya-Ku
Yian Garuga

Challenge 8

Adolescent Rajang
Gypceros
Nibelsnarf
Odogaron
Rathian
Young Lagiacrus

Challenge 9

Astalos
Blangonga
Daimyo Hermitaur
Duramboros
Fey Nerscylla
Malfestio
Najarala
Plesioth
Viper Tobi-Kadachi

Challenge 10

Coral Pukei-Pukei
Gigginox
Khezu
Pumpkin Uragaan
Radobaan
Rathalos
Somnacanth
Zinogre

Challenge 11

Bloodsoaked Arzuros
Dire Miralis
Jyuratodus
Mizutsune
Nargacuga
Seltas Queen

Challenge 12

Banbaro
Beotodus
Blood Orange Bishaten
Ebony Odogaron
Espinas
Kirin
Leshen
Lunastra
Monoblos
Nightshade Paolumu

Challenge 13

Glavenus
Lavasioth
Legiana
Shogun Ceanataur
Teostra

Challenge 14

Aurora Somnacanth
Chameleos
Chaotic Gigginox
Lagiacrus
Namielle

Challenge 15

Almudron
Barioth
Flaming Espinas
Fulgur Anjanath
Gravios
Kushala Daora
Rajang
Tempered Seregios
Violet Mizutsune

Challenge 16

Garangolm
Scarred Yian Garuga
Tempered Astalos
Tigrex
Valstrax

Challenge 17

Amatsumagatsuchi
Bazelgeuse
Brachydios
Gammoth
Magma Almudron
Magnamalo
Shrieking Legiana
Rakna-Kadaki
Risen Kushala Daora
Tempered Shogun Ceanataur
Velkhana

Challenge 18

Dalamadur
Deviljho
Diablos
Goss Harag
Tempered Daimyo Hermitaur
Tempered Dire Miralis
Tempered Espinas
Yama Tsukami

Challenge 19

Acidic Glavenus
Gogmazios
Lunagaron
Pyre Rakna-Kadaki
Silverwind Nargacuga
Tempered Chameleos
Tempered Kirin
Tempered Lunastra
Tempered Namielle
Thunder Serpent Narwa
Wind Serpent Ibushi

Challenge 20

Akantor
Brute Tigrex
Frostfang Barioth
Malzeno
Nakarkos
Tempered Teostra
Ukanlos

Challenge 21

Alatreon
Ancient Leshen
Furious Rajang
Gore Magala
Kulve Taroth
Lucent Nargacuga
Risen Chameleos
Scorned Magnamalo
Seething Bazelgeuse
Tempered Gore Magala (Mythic)

Challenge 22

Crimson Glow Valstrax
Raging Brachydios
Risen Teostra
Savage Deviljho
Tempered Velkhana

Challenge 23

Ahtal-Ka
Ahtal-Neset
Nergigante

Challenge 24

Archtempered Namielle
Chaotic Gore Magala
Vaal Hazak

Challenge 25

Primordial Malzeno
Shagaru Magala
Shara Ishvalda (Shell)
Tempered Amatsu
Xeno'jiiva

Challenge 26

Archtempered Dire Miralis
Blackveil Vaal Hazak
Ceadeus
Jhen Mohran
Shara Ishvalda (True Form)

Challenge 27

Archtempered Velkhana
Behemoth
Dah'ren Mohran

Challenge 28

Fatalis
Gaismagorm

Challenge 29

Safi'jiiva

Challenge 30

Lao-Shan Lung
Risen Shagaru Magala
Ruiner Nergigante
Shah Dalamadur
Shen Gaoren
Tempered Alatreon
Tempered Fatalis
Tempered Shagaru Magala

BRING MONSTER HUNTER TO YOUR WORLD

The *Monster Hunter Monster Manual* presents 188 creatures from the Monster Hunter universe including, elder dragons, flying wyverns, leviathans, and some variants and subspecies of the original monsters.

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